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| **Audio** |
| - soundMap: map<string, Sound>  - music: Music |
| +loadSound(name: string, filename: string): void  + playSound(name: string): void  + stopSound(name: string): void  + stopAllSounds(): void  + playMusic(filename: string, loop: bool): void  + pauseMusic(): void  + resumeMusic(): void  + stopMusic(): void  + setMusicVolume(volume: float): void |

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| **Display** |
| - scoreText: sf::Text  - livesText: sf::Text  - timeText: sf::Text  - font: sf::Font |
| + update(score: int, lives: int, time: float): void  + draw(window: sf::RenderWindow&): void |

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| **HighScore** |
| - scores: vector<int> |
| + addScore(score: int): void  + getTopScores(count: int): vector<int>  + saveScores(): void  + loadScores(): void |

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| **Menu** |
| - menu: vector<sf::Text>  - selectedItemIndex: int  - background: sf::RectangleShape / sf::Sprite  - font: sf::Font |
| + draw(window: sf::RenderWindow&): void  + MoveUp(): void  + MoveDown(): void  + setNumberOfItems(num: int): void  + setMenuItemString(index: int, str: string): voi  + updateMenuPositions(width: float): void  + updateGameOverMenuPositions(width: float): void  + getSelectedIndex(): int + playMusic(filename: string, loop: bool): void  + pauseMusic(): void  + resumeMusic(): void  + stopMusic(): void  + setMusicVolume(volume: float): void |