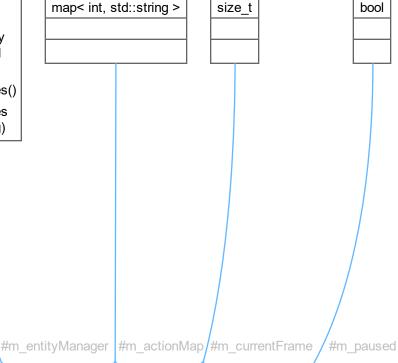
GameEngine

- + GameEngine(const std ::string &path, const std::string &path2)
- + void changeScene(const std::string &, std::shared _ptr< Scene > scene, bool endCurrentScene)
- + void run()
- + void quit()
- + Assets & getAssets()
- + sf::RenderWindow & window()
- + bool isRunning()
- + size_t getCoins()
- + size t getVolume()
- + size_t getHighestScore()
- + bool getMusic()
- + bool getWASD()
- + void setCoins(size _t coins)
- + void setVolume(size
 _t volume)
- + woid setHighestScore (size_t highestScore)
- + void setMusic(bool music)
- + void setWASD(bool wasd)

+ EntityManager() + void init()

- + void update()
 + std::shared_ptr< Entity
 > addEntity(const std
- ::string &tag)
- + EntityVec & getEntities()
- + EntityVec & getEntities (const std::string &tag)



#m_game

Scene

- + void setPaused(bool)
- + Scene()
- + Scene(GameEngine *gameEngine)
- + virtual void update()=0
- + virtual void sDoAction (const Action &action)=0
- + virtual void sRender()=0
- + virtual void doAction (const Action &action)
- + void registerAction (int inputKey, const std::string &actionName)
- + size_t currentFrame () const
- + const ActionMap & getAction Map() const
- # virtual void onEnd()=0