Scene

GameEngine * m_game

EntityManager m_entityManager

ActionMap m_actionMap

size_t m_currentFrame

bool m_paused

+ 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

Scene_Shop

sf::View backgroundView

sf::View textView

sf::Texture backgroundTexture

sf::Texture idleTexture

sf::Texture venom

sf::Sprite background

sf::RectangleShape
  playerIdle

std::vector< sf::Vector2f
  > selectPosition

std::vector< sf::Text
  > texts

int selectPositionIndex

sf::RectangleShape
  select

bool skinPurchased

bool isEquipped

sf::Clock clock

+ Scene_Shop(GameEngine
  *gameEngine=nullptr)

+ void sRender()

void init()

void update()

void onEnd()

void sDoAction(const
  Action &action)

sf::Text textConfig
  (const std::string &string
  ForText, sf::Vector2f position,
   int size, sf::Font &font)

sf::Color getDynamicColor
  (float time)