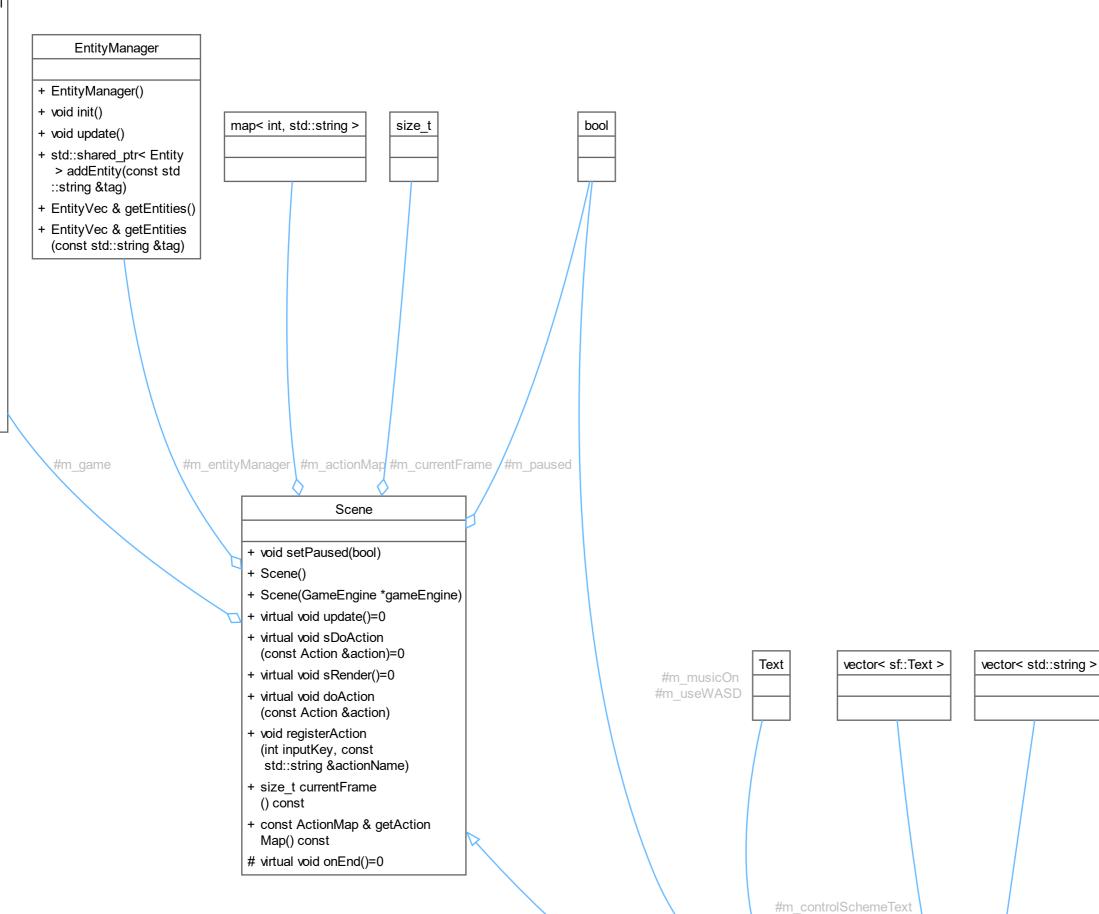
GameEngine

- + 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)
- + void setHighestScore (size_t highestScore)
- + void setMusic(bool music)
- + void setWASD(bool wasd)



int

#m_selectedMenuIndex

#m_menuStrings

Scene_Settings

+ Scene_Settings(GameEngine *gameEngine=nullptr)

+ void sRender()

void sDoAction(const Action &action) # sf::Color getVolumeColor

void updateVolumeSlider()

(float volume)

void init()
void update()
void onEnd()

#m_menuText #m_musicToggleText

#m_titleText #m_volumeText RectangleShape

#m_volumeSlider

float

#m_volume