Assets + void addTexture(const std::string &name, const std::string &path) + void addSound(std:: string &name, std::string &path) + void addFont(const std::string &name, const std::string &path) + void addAnimation(const std::string &name, const Animation & animation) map< std::string, std string RenderWindow size_t bool ::shared_ptr< Scene > > + void addBackground (const int name, const int index2, const sf ::Texture &) + sf::Texture & getTexture (const std::string &name) + sf::Sound & getSound (std::string &name) + sf::Font & getFont (const std::string &name) + Animation & getAnimation (const std::string &name) + Background & getBackground (const int name) + void loadFromFile(const std::string &path) #m_coins #m_music #m_highestScore #m_window #m_assets #m_currentScene #m_sceneMap #m_running #m_simulationSpeed #m_wasd #m_volume 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) # void init(const std ::string &path) # void update() # void sUserInput() # std::shared_ptr< Scene > currentScene()