

## 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()
- + float getVolume()
- + size\_t getHighestScore()
- + bool getMusic()
- + bool getWASD()
- + void setCoins(size \_t coins)
- + void setVolume(float volume)
- + void setHighestScore (size\_t highestScore)
- + void setMusic(bool music)
- + void setWASD(bool wasd)
- + void startMusic(const std::string &musicName)
- + void stopMusic()
- + void setMusicState (bool musicOn)
- + void switchToMusic (const std::string &musicName)

## EntityManager

- + EntityManager()
- + void init()
- + void update()
- + std::shared\_ptr< Entity > addEntity(const std ::string &tag)
- + EntityVec & getEntities()
- + EntityVec & getEntities (const std::string &tag)

map< int, std::string > size\_t

bool

#m\_paused

#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