Scene

- # GameEngine * m_game
- # EntityManager m_entityManager
- # ActionMap m_actionMap
- # size_t m_currentFrame
- # bool m_paused
- # bool m_hasEnded

- + 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 width() const
- + size_t height() const
- + size_t currentFrame () const
- + bool hasEnded() const
- + const ActionMap & getAction Map() const
- # virtual void onEnd()=0

Scene_Menu

- # std::string m_title
- # sf::Text m_titleText
- # std::vector< sf::Text > m_texts
- # std::vector< std::string > m_menuStrings
- # std::vector< std::string > m_levelPaths
- # sf::Text m_menuText
- # int m_selectedMenuIndex
- # size_t m_index

- + Scene_Menu(GameEngine *gameEngine=nullptr)
- + void sRender()
- # void init()
- # void update()
- # void onEnd()
- # void sDoAction(const Action &action)

Scene_Play

- # sf::Text m_scoreText
- # size_t m_score
- # sf::View m_view
- # size_t m_currentBackground
- # size_t m_pastBackground
- # size_t m_currentFrame
- # size_t m_highestScore
- # int m_alpha
- # bool m_drawTextures
- # bool m_drawCollision
- # bool m_move
- # bool m_transition
- # bool m_end
- # Vec2 m_gridSize
- # Vec2 m_targetViewPosition
- # size_t m_platformSpacing
- # std::shared_ptr< Entity > m_player

- + Scene_Play(GameEngine *gameEngine)
- + void init()
- + void update()
- + void onEnd()
- + void replay()
- + void sRemoveDeadPlatforms()
- + void sPlatformGeneration()
- + void sAnimation()
- + void sMovement()
- + void sCollision()
- + void sRender()
- + void sDoAction(const Action &a)
- + void spawnPlayer()
- + void loadLevel()

Scene_Settings

- # sf::Text m_titleText
- # std::vector< sf::Text > m_texts
- # std::vector< std::string > m_menuStrings
- # std::vector< std::string > m_levelPaths
- # sf::Text m_menuText
- # int m_selectedMenuIndex
- # sf::RectangleShape m_volumeSlider
- # sf::Text m_volumeText
- # sf::Text m_musicToggleText
- # sf::Text m_controlSchemeText
- # float m_volume
- # bool m_musicOn
- # bool m_useWASD

- + Scene_Settings(GameEngine *gameEngine=nullptr)
- + void sRender()
- # void init()
- # void update()
- # void onEnd()
- # void sDoAction(const Action &action)
- # sf::Color getVolumeColor (float volume)
- # void updateVolumeSlider()

Scene_Shop

- # sf::Text m_titleText
- # std::vector< sf::Text > m_texts
- # std::vector< std::string > m_menuStrings
- # std::vector< std::string > m_levelPaths
- # sf::Text m_menuText
- # int m_selectedMenuIndex

- + Scene_Shop(GameEngine *gameEngine=nullptr)
- + void sRender()
- # void init()
- # void update()
- # void onEnd()
- # void sDoAction(const Action &action)