

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)