

+ sf::RenderWindow &

+ size t getHighestScore()

window()
+ bool isRunning()
+ size\_t getCoins()
+ float getVolume()

+ bool getMusic()+ bool getWASD()+ void setCoins(size

+ void setVolume(float

+ wid setHighestScore (size\_t highestScore)+ wid setMusic(bool

+ void setWASD(bool wasd)+ void startMusic(const

std::string &musicName)

(const std::string &musicName)

\_t coins)

volume)

music)

+ void stopMusic()+ void setMusicState (bool musicOn)+ void switchToMusic