Assets + ~Assets() + void addTexture(const std::string &name, const std::string &path) + void addSoundBuffer (const std::string &name, const std::string &path) + void addMusic(const std::string &name, const std::string &path) + void addFont(const std::string &name, map< std::string, std const std::string &path) Clock size_t bool float Music * string ::shared_ptr< Scene > > + void addAnimation(const std::string &name, const Animation & animation) + sf::Texture & getTexture (const std::string &name) + sf::SoundBuffer & getSound Buffer(const std::string &name) + sf::Music * getMusic (const std::string &name) + sf::Sound & getSound (const std::string &name) + sf::Font & getFont (const std::string &name) + Animation & getAnimation (const std::string &name) + void loadFromFile(const std::string &path) #m_music #m_volume #m_currentMusic +m_clock #m_window #m_assets #m_currentScene #m_sceneMap #m_simulationSpeed #m_running +m_fps GameEngine GameEngine(const std ::string &path) + void changeScene(const std::string &, std::shared _ptr< Scene > scene, bool endCurrentScene) + void run() + void quit() + Assets & getAssets() + sf::RenderWindow & window() + bool isRunning() + float getVolume() + bool getMusic() + void setVolume(float volume) + woid setMusic(bool music) + void startMusic(const std::string &musicName) + void stopMusic() + void setMusicState (bool musicOn) + void switchToMusic (const std::string &musicName) # void init(const std ::string &path) # void update() # void sUserInput() # std::shared_ptr< Scene > currentScene()

RenderWindow