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_title1

std::string m_title2

sf::Text m_titleText1

sf::Text m_titleText2

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_Menu(GameEngine
    *gameEngine=nullptr)

+ void sRender()

void init()

void update()

void onEnd()

void sDoAction(const
    Action &action)