

- PackedScene editProfile- PackedScene shop

Leveride void Ready

+ override void _Ready()+ override void _Process

(float delta) + void UpdateUI()

+ void OnPlayButtonPressed()+ void OnProfileGUIShopPressed()+ void OnProfileGUIEditPressed()

+ void OnExitButtonPressed()
+ void OnExitButtonPressed()

+ void OnProfileChanged()
+ void OnLevelPickerValueChanged()