

Class MenuCreator

Namespace: [Spicy_Invaders](#)

Assembly: Spicy_Invaders.dll








Class for creating all the different menus used through the game

```
public class MenuCreator
```

Inheritance

[object](#)  ← MenuCreator

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

Constructors

MenuCreator()

```
public MenuCreator()
```

Properties

Color

```
public ConsoleColor Color { get; set; }
```

Property Value

[ConsoleColor](#) 

Language

```
public ILanguage Language { get; set; }
```

Property Value

[ILanguage](#)

Prompt

```
public MenuItem Prompt { get; set; }
```

Property Value

[MenuItem](#)

Methods

ColorMenu()

```
public Menu ColorMenu()
```

Returns

[Menu](#)

ControlsMenu()

```
public Menu ControlsMenu()
```

Returns

[Menu](#)

GameplayOptionsMenu(int)

```
public Menu GameplayOptionsMenu(int whichMenu)
```

Parameters

whichMenu [int](#)

Returns

[Menu](#)

LanguageMenu()

```
public Menu LanguageMenu()
```

Returns

[Menu](#)

MainMenu()

```
public Menu MainMenu()
```

Returns

[Menu](#)

OpitionsMenu()

```
public Menu OpitionsMenu()
```

Returns

[Menu](#)

WeaponMenu()

```
public Menu WeaponMenu()
```

Returns

[Menu](#)