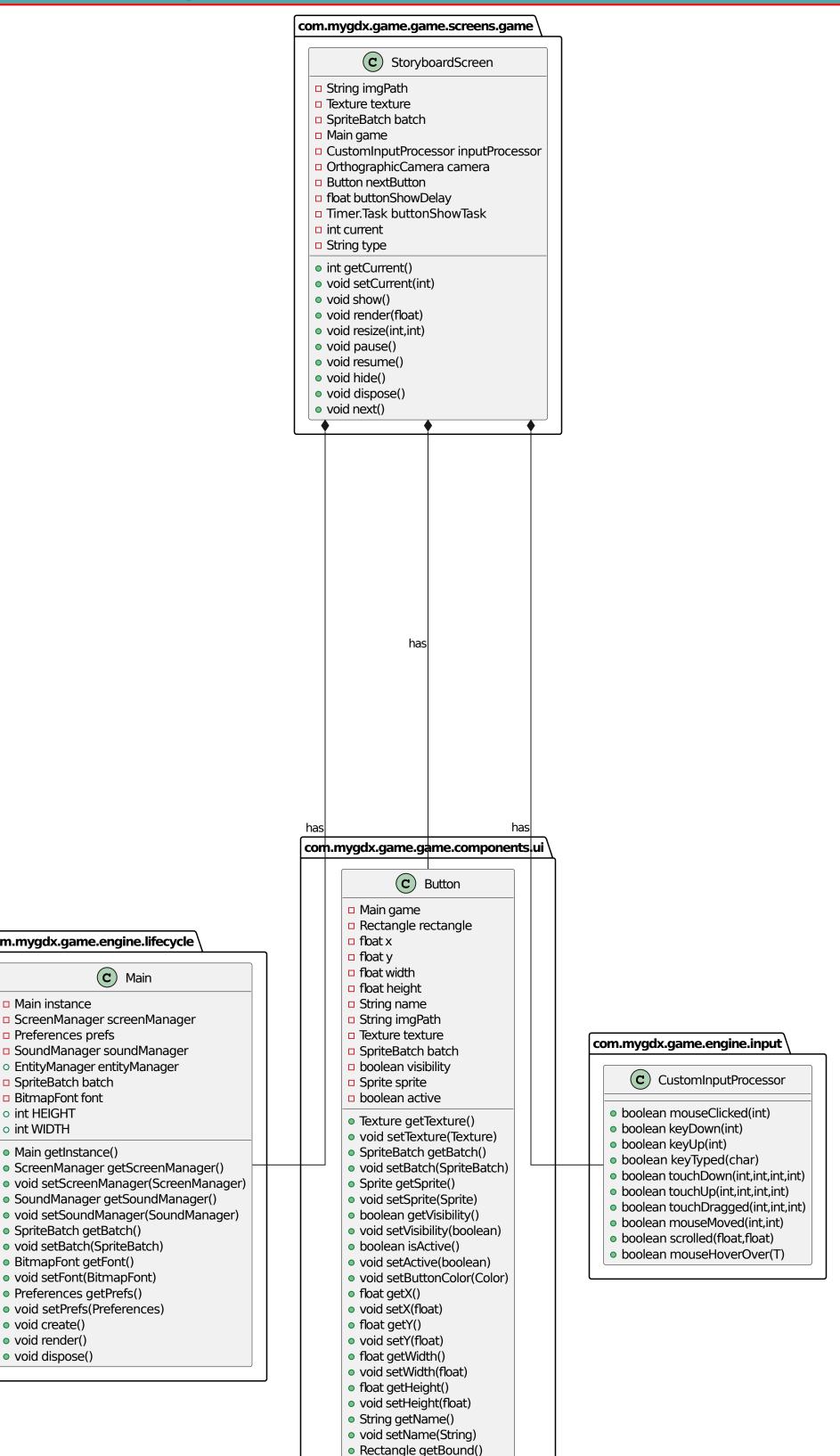
Appendix O - StoryboardScreen Class Composition Relations



com.mygdx.game.engine.lifecycle

ScreenManager screenManager

□ SoundManager soundManager

EntityManager entityManager

Main instance

Preferences prefs

SpriteBatch batch

Main getInstance()

SpriteBatch getBatch()

BitmapFont getFont()

Preferences getPrefs()

void create()

void render()

void dispose()

void setBatch(SpriteBatch)

void setFont(BitmapFont)

void setPrefs(Preferences)

BitmapFont font

o int HEIGHT

o int WIDTH

Main