Appendix F - GameOverScreen Class Composition Relations (C) GameOverScreen SpriteBatch batch Texture texture CustomInputProcessor inputProcessor Main game ArrayList<Button> buttons ArrayList<String> buttonPath CustomInputProcessor getInputProcessor() void setInputProcessor(CustomInputProcessor) ArravList<Button> getButtons() void setButtons(ArrayList<Button>) · void show() void render(float) void resize(int.int) void nause() a unid recume/ void hide() · void dispose() void quit() com.mygdx.game.game.components.ui © Button Main game Rectangle rectangle com.mygdx.game.engine.lifecycle n float x float y (C) Main float width g float height Main instance String name ScreenManager screenManager String imgPath Preferences prefs n Tayture texture com.mygdx.game.engine.input SoundManager soundManager n SpriteRatch hatch EntityManager entityManager boolean visibility C CustomInputProcessor SpriteBatch batch Sprite sprite BitmapFont font boolean active boolean mouseClicked(int) o int HEIGHT Texture getTexture() boolean keyDown(int) o int WIDTH void setTexture(Texture) boolean keyUp(int) Main getInstance() SpriteBatch getBatch() boolean keyTyped(char) ScreenManager getScreenManager() void setBatch(SpriteBatch) boolean touchDown(int.int.int.int) void setScreenManager(ScreenManager) Snrite netSnrite() boolean touchUp(int,int,int,int) SoundManager getSoundManager() void setSprite(Sprite) boolean touchDragged(int,int,int) void setSoundManager(SoundManager) boolean getVisibility() boolean mouseMoved(int.int) SpriteBatch getBatch() void setVisibility(boolean) boolean scrolled(float,float) void setBatch(SpriteBatch) boolean isActive() boolean mouseHoverOver(T) BitmapFont getFont() void setActive(boolean) void setFont(RitmanFont) void setButtonColor(Color) Preferences getPrefs() float getX() void setX(flnat) void setPrefs(Preferences) void create() float getY() · void render() void setY(float) void dispose() float getWidth() void setWidth(float) float getHeight() void setHeight(float) String getName() void setName(String) • Rectangle getBound()