MonoBehaviour

MenuSystem

+ mainMenu: GameObject + newGame: GameObject + savedGames: GameObject + exitMessage: GameObject + newCharacter: GameObject + alertMessage: GameObject

+ settings: GameObject
- isHardMode: bool = false
+ normalDifficultyButton: Button
+ hardDifficultyButton: Button

+ nameCharacterInputField: GameObject
- isVisibleSavedGames: bool = false
- scrollViewVector: Vector2 = Vector2.zero

- guiDimension: Vector2 = new Vector2(410,340) - longlist: float = 0

+ soundButton: GameObject
- isSoundMuted: bool = false
- listSavedGames: string[]
- whatSavedGame: string = ""
+ textLoadButton: Text

- Start() : void - OnGUI() : void

+ BackToMainMenuFromExit(): void

+ ToExitGame() : void + GooGoodBye() : void

+ BackToMainMenuFromNewGame(): void

+ ToNewGame() : void

+ BackToMainMenuFromNewCharacter(): void

+ ToNewCharacter() : void + BackToNewCharacter() : void

+ NewStart() : void

+ <u>IsValidNameCharacter(text: string) : bool</u>

+ ToSavedGames() : void + UpdateSavedGames() : void + NewMethod() : void

+ BackToMainMenuFromSavedGames(): void

- Filter(stringSource: string) : string

+ SoundVolume() : void

+ BackToMainMenuFromSettings(): void

+ ToSettings() : void + LoadSavedGame() : void + SetToNormalDifficulty() : void + SetToHardDifficulty() : void