sf::Drawable sf::Transformable **Buttons** - title - font - Background - texture - font file - name textuer file + Buttons() + getTitle() + draw() + Select() + Deselect() + GetGlobalBounds() -ExitButton -PlayButton SettingButton Main menu Back fon - texture back fon + Main_menu() + Main_menu() + UpdateSelection() + Get PlayButton() + Get SettingButton() + Get ExitButton() + draw()