«namespace» ReunionLogSoftware

«interface» IState

+ Initialize() : void + LoadContent(content: ContentManager) : void + UnloadContent() : void + Update(gameTime: GameTime) : void + Draw(spriteBatch: SpriteBatch): void

GameState

_graphicsDevice: GraphicsDevice

- + GameState(graphicsDevice: GraphicsDevice) + Draw(spriteBatch: SpriteBatch): void + Initialize() : void
- + LoadContent(content: ContentManager) : void + UnloadContent() : void

+ Update(gameTime: GameTime) : void

«enumeration» StateType

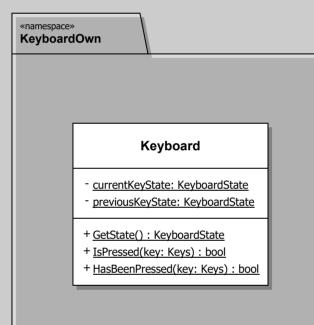
MainMenu Options

StateManager

- <u>instance: StateManager</u> - _screens: Stack<GameState> = new Stack<GameState>() - _content: ContentManager + Instance: StateManager

+ SetContent(content: ContentManager): void + AddScreen(screen: GameState): void + RemoveScreen(): void + ClearScreen(): void + ChangeScreen(screen: GameState): void + Update(gameTime: GameTime): void + Draw(spriteBatch: SpriteBatch): void + UnloadContent(): void

MainMenu	Options	Run	Debug
- <u>instance: MainMenu = null</u> - choicePos: int = 0 - testFont: SpriteFont	- <u>instance: Options = null</u> - choicePos: int = 0 - testFont: SpriteFont	- <u>instance: Run = null</u> - choicePos: int = 0 - testFont: SpriteFont	- <u>instance: Debug = null</u> - choicePos: int = 0 - testFont: SpriteFont
+ MainMenu(graphicsDevice: GraphicsDevice) + GetInstance(graphicsDevice: GraphicsDevice): MainMenu + Initialize(): void + LoadContent(content: ContentManager): void + UnloadContent(): void + Update(gameTime: GameTime): void + Draw(spriteBatch: SpriteBatch): void	+ Options(graphicsDevice: GraphicsDevice) + GetInstance(graphicsDevice: GraphicsDevice): MainMenu + Initialize(): void + LoadContent(content: ContentManager): void + UnloadContent(): void + Update(gameTime: GameTime): void + Draw(spriteBatch: SpriteBatch): void	+ Run(graphicsDevice: GraphicsDevice) + GetInstance(graphicsDevice: GraphicsDevice): MainMenu + Initialize(): void + LoadContent(content: ContentManager): void + UnloadContent(): void + Update(gameTime: GameTime): void + Draw(spriteBatch: SpriteBatch): void	+ Debug(graphicsDevice: GraphicsDevice) + GetInstance(graphicsDevice: GraphicsDevice): MainMenu + Initialize(): void + LoadContent(content: ContentManager): void + UnloadContent(): void + Update(gameTime: GameTime): void + Draw(spriteBatch: SpriteBatch): void



Main - self: Main - _graphics: GraphicsDeviceManager

- spriteBatch: SpriteBatch

+ SessionExit(): void + ChangeState(stateType: StateType): void # Initialize(): void # LoadContent(): void # UnloadContent() : void # Update(gameTime: GameTime) : void

Draw(gameTime: GameTime) : void