

```
1 using SplashKitSDK;
2
3 namespace DragonBallGame
4 {
5     public class InputHandler
6     {
7         public void HandleMouseClicked(Point2D mousePosition, GameMenu menu)
8         {
9             // Handle Arrow Clicks
10            Rectangle leftArrowRect = SplashKit.RectangleFrom(50, 250, 40, 40);
11            if (SplashKit.PointInRectangle(mousePosition, leftArrowRect))
12            {
13                menu.NavigateLeft();
14                return;
15            }
16
17            Rectangle rightArrowRect = SplashKit.RectangleFrom(710, 250, 40, 40);
18            if (SplashKit.PointInRectangle(mousePosition, rightArrowRect))
19            {
20                menu.NavigateRight();
21                return;
22            }
23
24            // Handle Recruit Button Click
25            Rectangle recruitButtonRect = SplashKit.RectangleFrom(250, 550, 100, 40);
26            if (SplashKit.PointInRectangle(mousePosition, recruitButtonRect))
27            {
28                menu.RecruitCharacter();
29                return;
30            }
31
32            // Handle Battle Button Click
33            Rectangle battleButtonRect = SplashKit.RectangleFrom(450, 550, 100, 40);
34            if (SplashKit.PointInRectangle(mousePosition, battleButtonRect))
35            {
36                menu.Battle();
37                return;
38            }
39        }
40    }
41 }
42
```