

## TitleScreenManager

- + bool on\_title\_screen
- + char \* title\_map
- + string title\_screen\_file\_contents
- const int screen\_width
- const int screen\_height
- int width
- int height

- + void WaitForInput()
- + void LoadTitle(int width, int height, string input)
- + void ReadTitle()
- + void PrintTitle(int width, int height, ConsoleWindowManager &cw\_manager)
- + void RenderTitle(ConsoleWindowManager &cw\_manager)