

ConsoleRendering

- + void Render_All(ConsoleWindowManager &c, MapManager &m, Player &p, InventoryManager &i, UserManager &ui)
- + void Render_GUI(MapManager &m, InventoryManager &i)
- + void Render_Stats(MapManager &m, Player &p, InventoryManager &i, UserManager &ui)
- + void Render_Inventory(ConsoleWindowManager &c, MapManager &m, InventoryManager &i, UserManager &ui)
- + void Render_Actions(MapManager &m, InventoryManager &i, UserManager &ui)
- void Print_Actions_GUI(MapManager &m, InventoryManager &i, UserManager &ui)
- void Print_Stats(MapManager &m, Player &p, InventoryManager &i, UserManager &ui)
- void Print_Inventory(InventoryManager &i, UserManager &ui)
- void Print_Actions(char action, MapManager &m)
- void Create_Stats_GUI(std::string &inventory)
- void Create_Inventory_GUI(std::string &inventory)