

Menu

- aiMenu
- backgroundSprite
- backgroundTexture
- currentState
- font
- levelMenu
- mainMenu
- playerMenu
- selectedIndex

- + draw()
- + getSelectedLevel()
- + handleInput()
- + isGameStarting()
- + Menu()
- + reset()
- + ~Menu()
- changeSelection()
- setState()
- setupMenu()
- updateMenuColors()