NTTS —> create()

NTTS —> render()

AudioScreen —> render()

AudioScreen —> show()

AudioScreen —> music()

AudioScreen —> soundEffect()

AudioScreen —> back()

MainMenuScreen —> render()

MainMenuScreen —> show()

MainMenuScreen —> lobbies(): **FA 70**

MainMenuScreen —> close(): **FA 88**

MainMenuScreen —> levelEditor()

MainMenuScreen —> settings()

SettingScreen —> render()

SettingScreen —> show()

SettingScreen —> audio()

SettingScreen —> video()

SettingScreen —> back()

VideoScreen —> render()

VideoScreen —> show()

VideoScreen —> resolution()

VideoScreen —> back()