

COLIS Main.
- Матрица next

Scene Manager
- U_PTR(BaseScene) m_cur_scene;
- pr logic();
- pr draw();

Game Scene
- U_PTR(Aircraft) m_cur_aircraft;
- rock
- cloud
- RocketStation
- U_PTR(ColMan) m_col_man;
BaseScene - out pr
- list(<Game Obj> m_objects);
- pr logic();
- pr draw();

