```
game.Scene
+ keyH
+ state
+ menu
# dt
  lastState
+ update()
+ draw()
+ checkPauseScene()
+ changeScene()
+ getdt()
    game.World
  + tileManager
  + entitySetter
  + obiMap
  + player
  + enemies
   currfight
    instance
  + setupGame()
  + addObject()
  + addEnemy()
  + update()
  + draw()
  + getWorld()
```