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