```
UI.HUD
+ selection
+ confirm
# _nbButtons
  _buttons
#
   texts
+ HUD()
+ changeSelectionColor()
+ draw()
+ update()
+ selectClass()
   UI.HUD Welcome

    choiceClass

  - page
 - bg

    charactersDisplayed

 - spriteUpdater

    spriteCnt

 + HUD Welcome()
 + update()
 + draw()
 + selectClass()
  loadImages()
```