```
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()
```