```
sf::Drawable
+ ~Drawable()
# draw()
    Effect
- m name
- m_isLoaded
- s font
+ ~Effect()
+ getName()
+ load()
+ update()
+ draw()
+ setFont()
# Effect()
# getFont()
onLoad()
onUpdate()
onDraw()
   Pixelate
- m texture
- m sprite
- m shader
+ Pixelate()
+ onLoad()
+ onUpdate()
+ onDraw()
```