```
sf::Drawable
+ ~Drawable()
# draw()
     Effect
 - m name

    m isLoaded

 - s font
 + ~Effect()
 + getName()
 + load()
 + update()
 + draw()
 + setFont()
 # Effect()
 # getFont()
 onLoad()
 onUpdate()
 - onDraw()
   Geometry
- m logoTexture
- m transform
- m shader
m pointCloud
+ Geometry()
+ onLoad()
+ onUpdate()
+ onDraw()
```