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

    m isLoaded

     -s font
     + ~Effect()
     + getName()
     + load()
     + update()
     + draw()
     + setFont()
     # Effect()
     # getFont()
     onLoad()
     onUpdate()
     onDraw()
         Edge

    m surface

m backgroundTexture
m entityTexture
m backgroundSprite
m entities
- m shader
+ Edge()
+ onLoad()
+ onUpdate()
+ onDraw()
```