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

    m isLoaded

-s font
+ ~Effect()
+ getName()
+ load()
+ update()
+ draw()
+ setFont()
# Effect()
# getFont()
onLoad()
- onUpdate()
- onDraw()
  StormBlink
m_points
- m shader
+ StormBlink()
+ onLoad()
+ onUpdate()
+ onDraw()
```