```
WAL::Scene
    + Entity
      id
     _entities
      newEntities
     _views
     _nextID
    + getID()
    + getEntities()
    + addEntity()
    + scheduleNewEntity()
    + view()
    + applyChanges()
    + Scene()
    + Scene()
      ~Scene()
                =()
    + operator:
      componentAdded()
     _componentRemoved()
      _entityRemoved()
                 +_scene
          WAL::Entity
     _uid
     _name
     _disabled
     _shouldDelete
     _notifyScene
_components
    - Scene

    nextID

    + getUid()
    + getName()
    + setName()
    + isDisable()
    + setDisable()
    + shouldDelete()
    + scheduleDeletion()
    + getComponent()
    + tryGetComponent()
    + getComponent()
    and 13 more..
    _componentAdded()
     _componentRemoved()
                 #_entity
        WAL::Component
        + operator=()
        + -
           Component()
        + clone()
        + onStart()
        + onStop()
        # Component()
# Component()
BBM::IntroAnimationComponent
+ frameCounter
+ currentStep
+ clone()
+ IntroAnimationComponent()
+ IntroAnimationComponent()
  ~IntroAnimationComponent()
+ operator=()
```