```
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
    _componentsScene

    nextID

    + getUid()
    + getName()
    + setName()
    + isDisable()
    + setDisable()
    + shouldDelete()
    + scheduleDeletion()
    + getComponent()
    + tryGetComponent()
    + getComponent()
    and 13 more..
     _componentAdded()
      _componentRemoved()
                                 #_entity
                                 WAL::Component
                                 + operator=()
               +readyButton
                                 + ~Component()
                +coloredTile
                                 + clone()
                                 + onStart()
                                 + onStop()
                                 # Component()
                                 # Component()
BBM::ResumeLobbyComponent
+ layout
+ playerID
+ playerColor
+ ready
+ lastInput
+ ResumeLobbyComponent()
+ ResumeLobbyComponent()
+ ~ResumeLobbyComponent()
+ operator=()
```