```
WAL::ISystem
        + update()
        + fixedUpdate()
        + getView()
        + ~ISystem()
WAL::System < LobbyComponent,
   Drawable2DComponent >
# wal
+ ~System()
+ System()
+ getView()
+ onUpdate()
+ onFixedUpdate()
+ onSelfUpdate()
+ update()
+ fixedUpdate()
# System()
# System()
# operator=()
      BBM::LobbySystem
      + colors
      colorTaken
      rayColors
      + onUpdate()
      + onSelfUpdate()
      + unloadLobby()
      + addAI()
      + removeAl()
      + LobbySystem()
      + LobbySystem()
      + ~LobbySystem()
      + operator=()
      + addController()
      + createTile()
      + playersAreReady()
      + switchToGame()
       canloin()
       nextColor()
```