```
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()
 + getCompor
and 13 more.
         Component()
   componentAdded()
    componentRemoved()
                 #_entity
      WAL::Component
        operator=()
            Component()
      + clone()
      + onStart()
        onStop()
      # Component()
# Component()
               À
BBM::KeyboardComponent
  keySecondary
+ keyBomb
+ keyPause
+ keyRight
+ keyLeft
+ keyUp
+ keyDown
+ layout
+ clone()
+ onStart()
+ KeyboardComponent()
+ KeyboardComponent()
+ ~KeyboardComponent()
+ operator=()
```