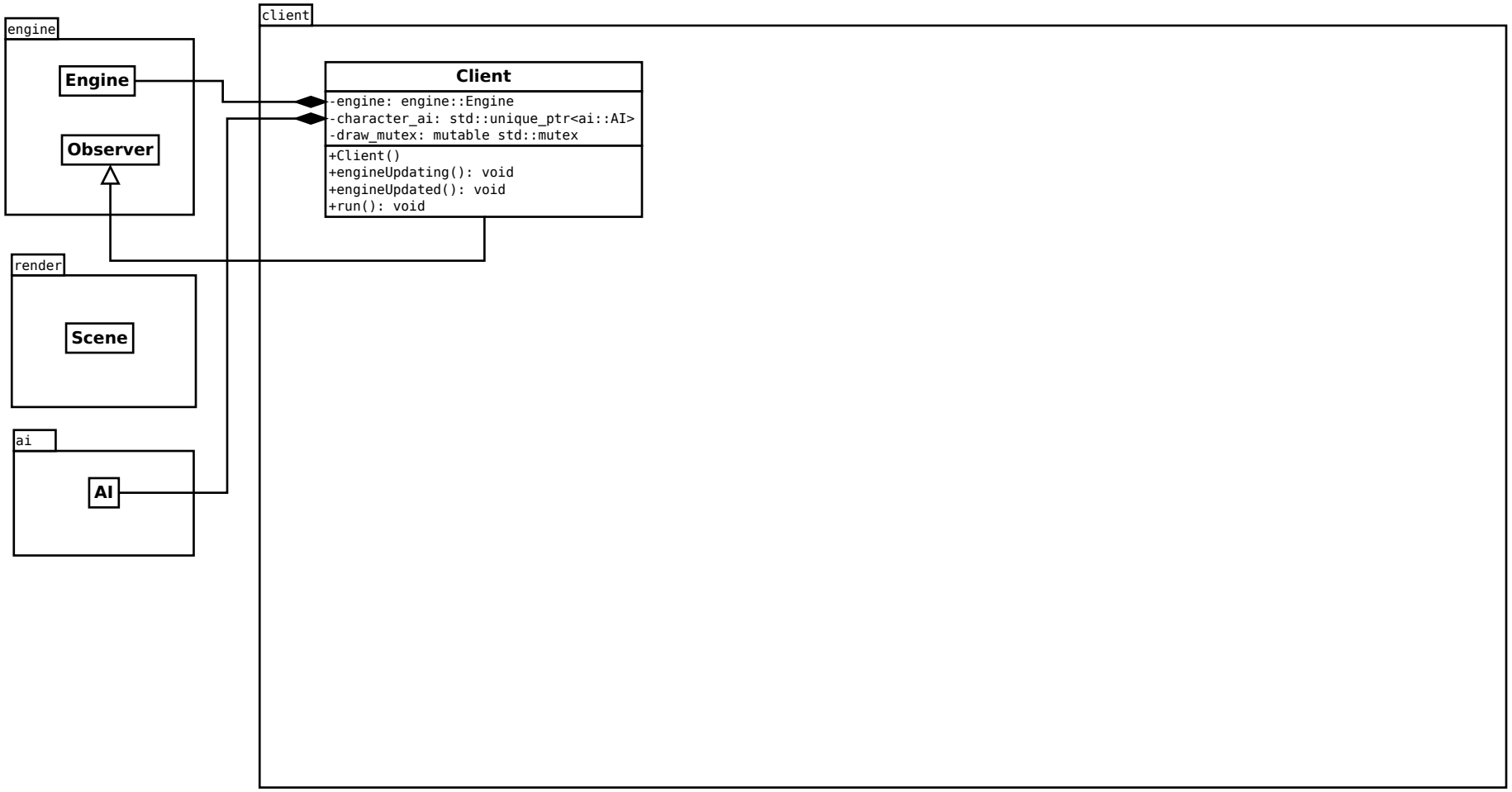
client
engine
Engine
Observer
render
Scene
ai
AI
Client
-engine: engine::Engine
-character_ai: std::unique_ptr<ai::AI>
-draw_mutex: mutable std::mutex
+Client()
+engineUpdating(): void
+engineUpdated(): void
+run(): void