```
InputHandler
# current command array
+ InputHandler()
+ ~InputHandler()
+ handleInput()
    EngineInputHandler
- game
- key escape

    closed

- kev d
- kev right
- key s
- kev down
- key w
- key up
- key a
- key left
key_q

    I mouse button
```

+ handleInput()

+ EngineInputHandler()+ ~EngineInputHandler()- handleKeyInput()

handleRealTimeKevInput()