```
Gear::LaverStack
+ m Layers
+ m LayerInsertIndex
+ LayerStack()
+ ~LayerStack()
+ PushLayer()
+ PushOverlay()
+ PopLayer()
+ PopOverlay()
+ begin()
+ end()
           -m_LayerStack
    Gear::Scene
  - m Name
  + Scene()
  + ~Scene()
  + PushLayer()
  + PopLayer()
  + PushOverlay()
  + PopOverlay()
  + GetName()
  + begin()
  + end()
           -s CurScene
Gear::SceneManager

    m SceneStoradge

- m SceneStack
+ AddScene()
+ EraseScene()
+ ScenePush()
                          -s Instance
+ ScenePop()
+ changeScene()
+ GetCurScene()
+ Get()
+ Destory()
SceneManager()
- ~SceneManager()
```