```
Gear::LayerStack
+ 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()
```