

Game

- + renderer
- + assetManager
- + eventManager
- + controllerManager
- + registry
- + sceneManager
- + lua
- window
- windowWidth
- windowHeight
- milisecsPreviousFrame
- isRunning
- isPaused
- wasPaused

- + Init()
- + Run()
- + Destroy()
- + GetInstance()
- Setup()
- RunScene()
- ProcessInput()
- Update()
- Render()
- Game()
- ~Game()