```
Lane
+ m fact
+ m shape
# m_position
# m obs
# m light
# direction
# m shapeIndex
# m_factoryIndex
+ Lane()
+ ~Lane()
+ operator=()
+ Lane()
+ Lane()
+ render()
+ spawnRate()
+ addObstacle()
+ removeObstacle()
+ moveObstacle()
+ checkCollision()
+ setPos()
+ getCollision()
+ moveObstacle()
+ isRiverLane()
+ isStaticLane()
+ reverseDirection()
+ setFactoryIndex()
+ getFactoryIndex()
    GrassLane
+ GrassLane()
+ GrassLane()
+ addObstacle()
+ moveObstacle()
+ spawnObstacle()
+ render()
```

+ isStaticLane()+ checkCollision()