

char *

vector< std::shared_ptr< GameEntity > >

shared_ptr< GameEntity >

+currentfilepath  
+description  
+loadfilepath  
+name  
+savefilepath

+entities

+cursor

Scene
+ Scene() + ~Scene() + StartUp() + Input() + Update() + Render() + SetSceneActiveStatus() + IsSceneActive() + SaveScene() + LoadScene() + SetRenderrer() + GetName() + SetName() + GetDesc() + SetDesc() + CreatePaddle() + CreateBall() + CreateDeath() + CreateBlock() + SetStatus() + GetStatus() + SetMode() + GetMode()