## SceneNode # gameInstance # renderer + SceneNode() + attachChild() + detachChild() + update() + draw() + build() + aetWorldPosition() + setPosition() + getWorldRotation() + setWorldRotation() + getWorldScale() + setScale() + getWorldTransform() + getTransform() + move() **Entity** + mVelocity + Entity() + setVelocity() + setVelocity() + getVelocity() + updateCurrent() SpriteNode + SpriteNode()