```
Arcade::IModule
   + ~IModule()
    + init()
    + close()
    + shouldClose()
    + getType()
Arcade::IDisplayModule
+ ~IDisplayModule()
+ pullEvents()
+ draw()
+ draw()
+ draw()
+ draw()
+ draw()
+ refresh()
+ load()
+ unload()
+ unloadAll()
+ playSound()
Arcade::NcursesDisplay
+ colors
- shouldClose
  keysHolded
  width
  height
  timer
+ NcursesDisplay()
+ ~NcursesDisplay()
+ NcursesDisplay()
+ operator=()
+ init()
+ close()
+ shouldClose()
+ pullEvents()
+ draw()
+ draw()
and 9 more...
getPosX()
 getPosY()
  getStdKey()
  setColor()
```