## TinyEngineRendererI

+ swap_blocking()
+ swap_non_blocking()
+ wait_for_vsync()
+ tinyengine_renderer
  _init()

## TinyEngineFrameBuffer

+ pixel_buffer_back
+ pixel_buffer_display
+ m_pixel_buffer_size
+ is_dual()
+ drawCircle1()
+ TinyEngineFrameBuffer()
+ ~TinyEngineFrameBuffer()
+ destroy()
+ write()
+ clear()
+ clear_with()
+ draw_pixel()
+ draw_grid()
  and 11 more...

## SceneI

+ ~SceneI()
+ create()
+ render()
+ update()
+ destroy()

## TinyEngine

+ TinyEngine()
+ get_fps()
+ set_pre_inti_clbk()
+ set_post_init_clbk()
+ set_loop_clbk()
+ set_render_clbk()
+ set_update_clbk()
+ init()
+ start()
+ start_loop()
  and 8 more...

+renderer

#m_renderer

## GameScene

# sprites

+ GameScene()
+ ~GameScene()
+ create()
+ render()
+ update()
+ destroy()

#m_framebuffer

#m_engine

## DinoGame

+ DinoGame()
+ ~DinoGame()
+ create()
+ render()
+ update()
+ destroy()