Scenel + ~Scenel() + create() + render() + update() + destroy() GameScene # m framebuffer TinyEngineSceneDefault # m_renderer # m engine + TinyEngineSceneDefault() # sprites + ~TinyEngineSceneDefault() + GameScene() + render() + ~GameScene() + update() + create() + create() + render() + destroy() + update() + destroy() DinoGame SnakeGame + DinoGame() + SnakeGame() + ~DinoGame() + ~SnakeGame() + create() + create() + render() + render()

+ update()

+ destroy()

+ update()

+ destroy()