```
TinyEngineRenderableI
+ TinyEngineRenderableI()
+ ~TinyEngineRenderableI()
+ render()
+ update()
       TinyEngineUI
     # m x
     # m_y
     # m_x_half
     # m y half
     # m width
     # m_height
     + TinyEngineUI()
     + render()
     + update()
     + ~TinyEngineUI()
     + get_m_x()
     + get_m_y()
     + get m x half()
     + get_m_y_half()
     + set m x()
     + set m y()
       and 6 more...
TinyEngineUIBlinkingTextBox
# m_bg_color
# m_fg_color
# m_text
# m_blink_delay
# m_local_time
+ render()
+ update()
+ ~TinyEngineUIBlinkingText
  Box()
 TinyEngineUIBlinkingText
  Box()
+ get_m_bg_color()
+ get_m_fg_color()
+ get_m_text()
+ get_m_blink_delay()
```