## UpdatableManager

- storageList

+ UpdatableManager()
+ UpdatableManager()
+ UpdatableManager()
+ operator=()
+ operator=()
+ ~UpdatableManager()
+ ProcessElements()
+ Register()
+ Deregister()

## Scene

- UpdateableMgr
- DrawableMgr
- RegistrationBrkr
- AlarmMgr
- KBEventMgr
- CamMgr
- ColMgr

+ Scene()
+ Scene()
+ Scene()
+ operator=()
+ operator=()
+ ~Scene()
+ Initialize()
+ SceneEnd()
+ GetCamera()
+ Get2DCamera()
+ SetCurrentCamera()
+ SetCurrent2DCamera()
+ ProcessGodCam()
+ RequestGodCam()
# SetCollisionPair()
# SetCollisionSelf()
# SetCollisionTerrain()
- SubmitCommand()
- Draw()
- Update()