CommandBase + CommandBase() + CommandBase() + CommandBase() + operator=() + operator=() + ~CommandBase() + execute() SceneChangeCommandBase + SceneChangeCommandBase() + SceneChangeCommandBase() + SceneChangeCommandBase() + operator=() + operator=() + ~SceneChangeCommandBase() SceneChangeCommandSwap sceneMgr storedScene + SceneChangeCommandSwap() + SceneChangeCommandSwap() + SceneChangeCommandSwap() + operator=() + operator=() + ~SceneChangeCommandSwap() + SceneChangeCommandSwap() + Initialize() + execute()