Inputable + inMap + Inputable() + Inputable() + Inputable() + operator=() + operator=() + ~Inputable() # SubmitKeyRegistration() # SubmitKeyDeregistration() KeyPressed() KeyReleased() - SceneRegistration() - SceneDeregistration() GameObject - RegCurrState - pEntryCommand - pExitCommand + GameObject() + GameObject() + GameObject() + operator=() + operator=() + ~GameObject() + SubmitEntry() + SubmitExit() + ConnectToScene() + DisconnectFromScene() SceneEntry() SceneExit()