## Updatable - RegStateCurr - pMyDeleteRef pRegistrationCmd pDeregistrationCmd + Updatable() + Updatable() + Updatable() + operator=() + operator=() + ~Updatable() # SubmitUpdateRegistration() # SubmitUpdateDeregistration() Update() SceneRegistration() SceneDeregistration() GetStorageRef() GameObject RegCurrState pEntryCommand - pExitCommand + GameObject() + GameObject() + GameObject() + operator=() + operator=() + ~GameObject() + SubmitEntry() + SubmitExit() + ConnectToScene() + DisconnectFromScene() - SceneEntry() SceneExit()