```
QOpenGLFunctions 3
      2 Core
       Objet
#
   parent
#
   mat
#
   name
   _rotation
   position
#
   scale
  _model
#
   shaderld
   _drawHitbox
+ Objet()
+ Objet()
+ ~Objet()
+ draw()
+ position()
+ position()
+ position()
+ rotation(
+ rotation()
+ rotation()
et 13 de plus..

  updateModel()

  applyMaterial()

activateShader()
       Piece
    dimensions
   children
 + Piece()
 + ~Piece()
 + draw()
 + addChild()
 + addChild()
 + getChildren()
 + getChild()
 + removeChild()
 + deleteChild()
 + dimensions()
 + dimensions()
 + dimensions()
```