Drawable + Drawable() + ~Drawable() + Draw() WindowManager GameScreen window CameraPosition Layers + GameScreen() + ~WindowManager() + ~GameScreen() + getWindow() + getCameraPosition() + Update() + Draw() + setCameraPosition() + addLayer() + MoveCamera() + removeLayer() + InitWindow() + WindowManager() + getLayer() + UpdateHandle() + operator=() + Entry() + getInstance() WindowManager() -ActiveScreen -Window ScreenManager - Screens + ~ScreenManager() + Update() + Draw() + addScreen() + removeScreen() + getScreen() + setActiveScreen() + run() + ScreenManager() + operator=() + getInstance() ScreenManager()