SceneManager - scenes: list<Scene>

- COCITOS: NOT -COCITO
- + addScene(string): Scene + popScene(): void
- + update(): bool + render(): bool



- Scene
- entities: list<Entity>
- + init(): bool + update(): bool + render(): bool



Entity

- enabled: bool - components: list<Component>
- + init(): bool
 - + update(): bool + fixedUpdate(): bool
 - + fixedUpdate(): bool + setEnabled(bool): bool



Component

- enabled: bool
 - entity: Entity
 - + init(): bool + update(): bool
 - + setEnabled(bool): bool
 - + onEnabled(): bool + onDisabled(): bool