```
Scene
   m name
   + Initialise()
   + Finished()
   + Update()
   + Render()
   + GetName()
   + SetName()
 ExampleScene
- player
- room
- IilRabbit

    finishPlatform

+ ExampleScene()
+ Initialise()
+ Finished()
+ Update()
+ Render()
- UpdatePlayer()
```