IEngine

+ Initialise()
+ ~IEngine()
+ BeginRender()
+ EndRender()
+ BeginUpdate()
+ EndUpdate()
+ CreateShader()
+ CreateRenderableObject()
+ CreateInputHandler()

DXEngine

+ Initialise()
+ BeginRender()
+ EndRender()
+ BeginUpdate()
+ EndUpdate()
+ CreateShader()
+ CreateRenderableObject()
+ CreateInputHandler()
+ Create()
- DXEngine()
- ~DXEngine()

GLEngine

- m_screen
- m_screenWidth
- m_screenHeight
- m_instanceManager

+ Initialise()
+ BeginRender()
+ EndRender()
+ BeginUpdate()
+ EndUpdate()
+ Create()
- GLEngine()
- ~GLEngine()
- CreateWindow()
- InitSDL()
- HandleEvents()
- InitGlew()
- CreateShader()
- CreateRenderableObject()
- CreateInputHandler()