IEngine + Initialise() + ~IEngine() + BeginRender() + EndRender() + BeginUpdate() + EndUpdate() + CreateShader() + CreateRenderableObject() + CreateInputHandler() **GLEngine** m screen - m screenWidth - m screenHeight m instanceManager + Initialise() + BeginRender() + EndRender() + BeginUpdate() + EndUpdate() + Create() GLEngine() ~GLEngine() - CreateWindow() InitSDL() - HandleEvents() - InitGlew() - CreateShader() CreateRenderableObject() CreateInputHandler()