```
Component
+ Component()
+ ~Component()
+ Update()
+ Input()
+ Render()
+ RenderGui()
+ Reset()
+ GetType()
+ String()
+ SetGameObject()
+ GetGameObject()
  SceneTransition
+ SceneTransition()
+ SetNext()
+ GetNext()
+ SetEnd()
+ GetEnd()
+ ~SceneTransition()
+ Input()
+ Update()
+ Render()
+ RenderGui()
+ String()
+ GetType()
```