```
IModel
     + ActivePlayer
     + IsPaused
     + ToggleFullScreen()
     + Pause()
     + Resume()
     + Init()
     + Reset()
     + Quit()
     + Update()
     + Infinite()
     + Normal()
     + Draw()
     + ToggleMute()
     + LoadLevel()
     + TransistGameWon()
     + Transist()
MelloMario. Theming. GameModel
+ Splash
+ IsPaused
+ GetActiveViewMatrix
+ ActivePlayer
- game
- listener
- soundListener

    session

    controllers

- mapPath

    splashElapsed

+ GameModel()
+ ToggleFullScreen()
+ Pause()
+ Init()
+ Resume()
+ Reset()
+ Quit()
+ Infinite()
+ Normal()
+ Update()
+ Draw()
+ ToggleMute()
+ LoadControllers()
+ LoadLevel()
+ Transist()
+ TransistGameWon()
- UpdateController()

    UpdateGameObjects()

    UpdateContainers()
```