Scene

HelloWorld

+ sounditem
# gc
# overlayblockboard
# mainloopfuncschedule
# ptimelbl
# pscorelbl
# rmlnscntlbl
# nxtblkrenderingarea
# gameoptionmenu
# nxtblkrv
# menuviewadded
# k_listener
# bonus_game_lv
# isInExtGame
# effect_ext_2048gm

+ init()
+ onEnter()
+ onExit()
+ menuCloseCallback()
+ menuDrawerClickCallback()
+ gameforceResumeMenuCallback()
+ gameforcePauseMenuCallback()
+ gameRestartGameCallback()
+ menuSoundEnableCallback()
+ startGame()
+ drawboardingui()
+ CREATE_FUNC()
+ createScene()
# makeField()
# play()
# pause()
# resume()
# stateloop()
# gameloop()
# levelup()
# menuVisibleToggle()
# freeRelativeConnectionWhen
Deleting()
# onKeyPressed()
그리고 9개 더...