

## MidnightBlue.Engine.Scenes. Scene

- + GameObjects
- + TransitionState
- + PreviousTransitionState
- + WindowBackgroundColor
- + SceneController
- + Content
- + DeltaTime

- + Scene()
- + UpdateTransition()
- + Initialize()
- + HandleInput()
- + Update()
- + Pause()
- + Resume()
- + Draw()
- + Exit()
- + Cleanup()