## Scene + GameObjects + TransitionState PreviousTransitionState + WindowBackgroundColor + SceneController + Content + DeltaTime + Scene() + UpdateTransition() + Initialize() + HandleInput() + Update() + Pause() + Resume() + Draw() + Exit() + Cleanup() MidnightBlue.InitScene + InitScene() + Initialize() + HandleInput() + Update() + Draw() + Exit() + Pause() + Resume()