```
Scene
+ GameObjects
+ TransitionState

    PreviousTransitionState

+ WindowBackgroundColor
+ SceneController
+ Content
+ DeltaTime
+ Scene()
+ UpdateTransition()
+ Initialize()
+ HandleInput()
+ Update()
+ Pause()
+ Resume()
+ Draw()
+ Exit()
+ Cleanup()
MidnightBlue.MenuScene
+ MenuScene()
+ Initialize()
+ HandleInput()
+ Update()
+ Draw()
+ Exit()
+ Pause()
 + Resume()
```