```
MidnightBlue.Engine.Scenes.
           Scene
+ GameObjects
+ TransitionState
+ PreviousTransitionState
+ WindowBackgroundColor
+ SceneController
+ Content
+ DeltaTime
+ Scene()
+ UpdateTransition()
+ Initialize()
+ HandleInput()
+ Update()
+ Pause()
+ Resume()
+ Draw()
+ Exit()
+ Cleanup()
MidnightBlue.Engine.Testing.
           UITest
+ UITest()
+ Initialize()
+ HandleInput()
```

+ Update() + Draw() + Exit() + Pause() + Resume()