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

+ Pause() + Resume()