Scene

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

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

MidnightBlue.Testing.MapTest

+ MapTest()
+ Initialize()
+ HandleInput()
+ Update()
+ Draw()
+ Exit()
+ Pause()
+ Resume()