```
DrawableObject
 + Draw()
 + SetBufferRef()
 + Destory()
   GameObject
# IdGen
# RederingHandle
# type
# m_objectID
# m position
# m rotation
# texture
# model
# trans
# Bounding
# isBounding
# m affordances
# targetObject
+ GameObject()
+ GameObject()
+ ~GameObject()
+ setPosition()
+ setPosition()
+ getPos()
+ setRotation()
+ setTransparency()
+ getRotationX()
+ getRotationY()
and 19 more...
      SkyBox
```

- m_width m_height elementbuffer vetexbuffer TextureCoorbuffer

+ Draw() + SetBufferRef() + Destory() + Update() + SetAttributes() - GenerateBuffer() - UpdateSkyBoxPos()

+ SkyBox() + ~SkyBox()