I_DrawableObject

+ Draw()
+ SetBufferRef()
+ Destory()

MenuSystem

- displayer
- pressedButton
- showMenu
- components
- m_objectID

+ Draw()
+ checkPressedButton()
+ setPressedButton()
+ unpressButton()
+ SetBufferRef()
+ Destory()
+ MenuInit()
+ MenuDisplay()
+ newContainer()
+ newButton()
+ getComponent()
+ ~MenuSystem()
+ Instance()
+ switchMenu()
+ openMenu()
+ closeMenu()
- MenuSystem()