```
Timer
- m tStartTicks

    m tPausedTicks

    m bTimerPaused

    m bTimerStarted

+ Timer()
+ ~Timer()
+ start()
+ stop()
+ pause()
+ unpause()
+ Getticks()
+ IsTimerStarted()
+ IsTimerPaused()
          -OverlayTimer
     Overlay
 - b lvl up
```

+ render() + check_lvl_up() + get_Instance() - Overlay() - ~Overlay()