```
Timer

    m tStartTicks

    m tPausedTicks

    m bTimerPaused

    m bTimerStarted

+ Timer()
+ ~Timer()
+ start()
+ stop()
+ pause()
+ unpause()
+ Getticks()
+ IsTimerStarted()
+ IsTimerPaused()
           -OverlayTimer
    EPManager

    i_ep

- i lvl
- Ivl up
+ clear Ep()
+ render()
+ get_Ep()
+ Set Ep()
+ get_level()
+ level up()
+ carry point()
+ get EPManager()
- EPManager()
- ~EPManager()
```