```
Matter
    # world

    depth

    player

    + Matter()
    + ~Matter()
    + Matter()
    + operator=()
    + getRenderMethod()
    + getColorR()
    + getColorG()
    + getColorB()
    + getColorA()
    + getImage()
    and 6 more...
    + canDrawLine()
       ParticleSystem
# physics

    died

+ ParticleSystem()
+ ~ParticleSystem()
+ getReferee()
+ getDisplayedRadiusScale()
+ setDied()
+ cleanDied()
             Dust

    colorR

    colorG

    colorB

    colorA

+ Dust()
+ getColorR()
+ getColorG()
+ getColorB()
+ getColorA()
+ getDisplayedRadiusScale()
genSystemDef()
genGroupDefs()
```