```
World
+ myDestructionListener
# mWindow
# mMouseHandler
# mLeftMost
# mRightMost
# mDownMost
# mUpMost
# mCurLeftMost
# mCurRightMost
# mCurDownMost
# mCurUpMost
# mx
# my
# physics
+ World()
+ ~World()
+ setView()
+ setGLOrtho()
+ step()
+ getScale()
+ getFrameBody()
+ getReferee()
+ getWindow()
+ requireKev()
# drawAll()
# displayPopup()
# cancelPopup()
# getPopup()
# playerKeyDown()
      MainWorld
    + MainWorld()
    + ~MainWorld()
    + notifyLaunch()
    + cancelBattle()
    + step()
```