AScene

_gui
_dtTime

+ AScene()
+ AScene()
+ ~AScene()
+ init()
+ update()
+ draw()
+ load()
+ unload()
+ getDtTime()
+ operator=()
# AScene()

ASceneMenu

_buttons
_draw3dMenu

+ ASceneMenu()
+ ~ASceneMenu()
+ ASceneMenu()
+ operator=()
+ init()
+ update()
+ draw()
+ load()
+ unload()
+ addButton()
and 12 more...
_initBG()

SceneDifficulty

_states
allUI

+ SceneDifficulty()
+ ~SceneDifficulty()
+ SceneDifficulty()
+ operator=()
+ init()
+ load()
+ update()