```
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()
  SceneVictory
#
   states
   lastSceneName
# statistics
+ SceneVictory()
+ ~SceneVictory()
+ SceneVictory()
+ operator=()
+ init()
+ update()
+ load()
+ draw()
```