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()

SceneCheatCode

+ isCmdLnEnabled

+ SceneCheatCode()
+ ~SceneCheatCode()
+ SceneCheatCode()
+ operator=()
+ init()
+ update()
+ load()
+ unload()
+ evalCommand()
+ clearAllLn()
and 9 more...
+ isLevelUnlocked()