```
AScene
      #
         qui
      # dtTime
      + AScene()
      + AScene()
      + ~AScene()
      + init()
      + update()
      + draw()
      + load()
      + unload()
      + getDtTime()
      + operator=()
      # AScene()
      ASceneMenu
  buttons
#
#
  draw3dMenu
# blurEnabled
  aMaskData
  _transparentBoxs
+ ASceneMenu()
+ ~ASceneMenu()
+ ASceneMenu()
+ operator=()
+ init()
+ update()
+ draw()
+ load()
+ unload()
+ addButton()
and 12 more...
#_initBG()
  updateAlphaMask()
  updateAlphaMaskData()
      SceneDifficulty
   # states
   # allUl
   + SceneDifficulty()
   + ~SceneDifficulty()
   + SceneDifficulty()
   + operator=()
   + init()
   + load()
   + update()
```