```
AScene
     #
        gui
       dtTime
     + AScene()
     + AScene()
     + ~AScene()
     + init()
     + update()
     + draw()
     + load()
     + unload()
     + getDtTime()
     + operator=()
     # AScene()
           Δ
     ASceneMenu
     buttons
     draw3dMenu
  + ASceneMenu()
  + ~ASceneMenu()
  + ASceneMenu()
  + operator=()
   + init()
   + update()
   + draw()
  + load()
  + unload()
  + addButton()
  and 12 more...
  #_initBG()
     SceneGame
+ board
boardFly
+ player
 enemies
+ bonus
+ spawners
+ flags
+ size
+ level
+ state
and 8 more..
+ entitiesCall
# allUI
+ SceneGame()
+ ~SceneGame()
+ SceneGame()
+ operator=()
+ print()
+ clearFromBoard()
+ positionInGame()
+ init()
+ update()
+ postUpdate()
and 15 more.
+ getAllEntityNames()
# _initGameInfos()
 _loadGameInfos()
 _updateGameInfos()
 _initBonus()
   getIntroAnim()
getGameOverAnim()
   getVictoryAnim()
```