```
AScene
    #
      _gui
    # dtTime
    + AScene()
    + AScene()
    + ~AScene()
    + init()
    + update()
    + draw()
    + load()
    + unload()
    + getDtTime()
    + operator=()
    # AScene()
    ASceneMenu 4 6 1
    buttons
    draw3dMenu
  + ASceneMenu()
  + ~ASceneMenu()
  + ASceneMenu()
  + operator=()
  + init()
  + update()
  + draw()
  + load()
  + unload()
  + addButton()
  and 12 more...
  # initBG()
  SceneGameOver
  states
# lastSceneName
+ SceneGameOver()
+ ~SceneGameOver()
+ SceneGameOver()
+ operator=()
+ init()
+ update()
+ load()
+ draw()
```