AScene

_gui
_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()

SceneVictory

_states
_lastSceneName
statistics

+ SceneVictory()
+ ~SceneVictory()
+ SceneVictory()
+ operator=()
+ init()
+ update()
+ load()
+ draw()