```
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()
     SceneEndGame
  #
     states
  # allUI
   + SceneEndGame()
   + ~SceneEndGame()
   + SceneEndGame()
   + operator=()
   + init()

    + load()

   + update()
   + draw()
```