AScene

_gui
_dtTime

+ AScene()
+ AScene()
+ ~AScene()
+ init()
+ update()
+ draw()
+ load()
+ unload()
+ getDtTime()
+ operator=()
# AScene()

ASceneMenu

_buttons
_draw3dMenu

+ ASceneMenu()
+ ~ASceneMenu()
+ ASceneMenu()
+ operator=()
+ init()
+ update()
+ draw()
+ load()
+ unload()
+ addButton()
and 12 more...
_initBG()

SceneGame

+ floor
+ board
+ boardFly
+ player
+ enemies
+ bonus
+ spawners
+ flags
+ size
+ level
and 10 more...
+ entitiesCall
# allUI
# _loadHelp

+ SceneGame()
+ ~SceneGame()
+ SceneGame()
+ operator=()
+ print()
+ clearFromBoard()
+ positionInGame()
+ init()
+ update()
+ postUpdate()
and 15 more...
+ getAllEntityNames()
# _initGameInfos()
# _loadGameInfos()
# _updateGameInfos()
# _initBonus()
# _getIntroAnim()
# _getGameOverAnim()
# _getVictoryAnim()