```
AScene
         gui
       #
          dtTime
       + AScene()
+ AScene()
       + ~AScene()
       + init()
       + update()
       + draw()
       + load()
       + unload()
       + getDtTime()
       + operator=()
       # AScene()
             Δ
       ASceneMenu
  buttons
   _draw3dMenu
#
#
   blurEnabled
#
   -
aMaskData
#
  _transparentBoxs
+ ASceneMenu()
  ~ASceneMenu()
+ ASceneMenu()
+ operator=()
+ init()
+ update()
+ draw()
+ load()
+ unload()
 addButton()
and 12 more...
  _initBG()
#
  _updateÄlphaMask()
  _updateAlphaMaskĎata()
#
       SceneGame
  + floor
  + board
  + boardFly
  + player
  + enemies
  + bonus
  + spawners
+ flags
  + size
  + level
  and 10 more
   - entitiesCall
  # allUI
  #
    _loadHelp
  + SceneGame()
    ~SceneGame()
  + SceneGame()
  + operator=()
  + print()
  + clearFromBoard()
  + positionInGame()
  + updateBlurMask
                     Tex()
  + blurFilterBefore()
  + blurFilterAfter()
  and 18 more.
  + getAllEntityNames()
 #_initGameInfos()
#_loadGameInfos()
#_updateGameInfo
   _updateGameInfos()
   _initBonus()
  #
  #
    _getIntroAnim()
    getGameOverAnim()
    _getVictoryAnim()
```