```
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()
  SceneDifficulty
# states
# allUl
+ SceneDifficulty()
+ ~SceneDifficulty()
+ SceneDifficulty()
+ operator=()
+ init()
+ load()
+ update()
```