```
AScene
      #
         gui
        dtTime
      + AScene()
      + AScene()
      + ~AScene()
      + init()
      + upďate()
      + 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()
   SceneLevelSelection
# states
# allUI
  _currentLvl
#
   transition
+ SceneLevelSelection()
+ ~SceneLevelSelection()
+ SceneLevelSelection()
+ operator=()
+ init()
+ update()
+ load()
+ setLevel()
+ getCurLevel()
+ getNbLevel()
```