```
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()
    SceneHelp
# states
# _lastSceneName
# _currentDc
# allUl
  currentPage
  _nbPages
  transition
+ SceneHelp()
+ ~SceneHelp()
+ SceneHelp()
+ operator=()
+ init()
+ load()
+ unload()
+ update()
+ draw()
+ setPage()
```