```
Arcade::IRenderComp
   + virtual ~IRenderComp
   ()=default
   + virtual std::size t
    getId() const = 0
        Arcade::ISprite
+ virtual ~ISprite()
=default
+ virtual const std::
string & getPath2d()
const = 0
+ virtual const std::
string & getPath3d()
const = 0
+ virtual const Graph
::NcursesData & getNcurseData
() const =0
+ virtual const Vector2f
& aet2dPos() const = 0
+ virtual void set2dPos
(Vector2f pos)
+ virtual const Vector2f
& aet2dSize() const = 0
+ virtual void set2dSize
(Vector2f size)=0
+ virtual const Vector3f
& qet3dPos() const = 0
+ virtual void set3dPos
(Vector3f pos)=0
+ virtual const Vector3f
& qet3dSize() const = 0
+ virtual void set3dSize
(Vector3f size)=0
```