sf::Transformable

- m_origin
- m_position
- m_rotation
- m_scale
- m_transform
- m_transformNeedUpdate
- m_inverseTransform
- m_inverseTransformNeedUpdate

+ Transformable()
+ ~Transformable()
+ setPosition()
+ setPosition()
+ setRotation()
+ setScale()
+ setScale()
+ setOrigin()
+ setOrigin()
+ getPosition()
+ getRotation()
+ getScale()
+ getOrigin()
+ move()
+ move()
+ rotate()
+ scale()
+ scale()
+ getTransform()
+ getInverseTransform()

sf::Drawable

+ ~Drawable()
# draw()

sf::Shape

- m_texture
- m_textureRect
- m_fillColor
- m_outlineColor
- m_outlineThickness
- m_vertices
- m_outlineVertices
- m_insideBounds
- m_bounds

+ ~Shape()
+ setTexture()
+ setTextureRect()
+ setFillColor()
+ setOutlineColor()
+ setOutlineThickness()
+ getTexture()
+ getTextureRect()
+ getFillColor()
+ getOutlineColor()
+ getOutlineThickness()
+ getPointCount()
+ getPoint()
+ getLocalBounds()
+ getGlobalBounds()
# Shape()
# update()
- draw()
- updateFillColors()
- updateTexCoords()
- updateOutline()
- updateOutlineColors()

sf::RectangleShape

- m_size

+ RectangleShape()
+ setSize()
+ getSize()
+ getPointCount()
+ getPoint()