```
unordered map< string,
std::shared ptr< SDL
    Texture > >
                            imageTable
unordered_map< string,
std::shared ptr< TTF
                             fontTable
      Font > >
                                             Resources
                            musicTable
unordered_map< string,
                            soundTable
std::shared_ptr< Mix
     Music > >
unordered map< string,
std::shared_ptr< Mix
     Chunk > >
```