

TextureManager

```
classDiagram
    class TextureManager
    class Game
    Game ..> TextureManager : texmgr
```

The diagram consists of two rectangular boxes. The top box is white with a black border and contains the text 'TextureManager'. The bottom box is gray with a black border and contains the text 'Game'. A dashed purple line connects the bottom of the 'Game' box to the bottom of the 'TextureManager' box, ending in a solid purple arrowhead pointing upwards. To the right of the dashed line, the text 'texmgr' is written.

texmgr

Game