```
sf::Drawable
   + ~Drawable()
   # draw()
  sf::VertexArray

    m vertices

- m primitiveType
+ VertexArray()
+ VertexArray()
+ getVertexCount()
+ operator[]()
+ operator[]()
+ clear()
+ resize()
+ append()
+ setPrimitiveType()
+ getPrimitiveType()
+ getBounds()
- draw()
```