sf::Sprite

- m_vertices
- m_texture
- m_textureRect

+ Sprite()
+ Sprite()
+ Sprite()
+ setTexture()
+ setTextureRect()
+ setColor()
+ getTexture()
+ getTextureRect()
+ getColor()
+ getLocalBounds()
+ getGlobalBounds()
- draw()
- updatePositions()
- updateTexCoords()

characters

+ characters()
+ ~characters()

player

+ hitboxEnemy
+ hitboxPlayer
+ x
+ y
+ hit
- texture

+ player()
+ player()
+ ~player()
+ updatePlayer()
+ initEnemies()