```
sf::Sprite
+ Sprite()
+ Sprite()
+ Sprite()
+ setTexture()
+ setTextureRect()
+ setColor()
+ getTexture()
+ getTextureRect()
+ getColor()
+ getLocalBounds()
+ getGlobalBounds()
draw()
updatePositions()
updateTexCoords()
     characters
  + characters()
  + ~characters()
     gangster
    + gangster()
```