sf::Shape

- m_texture
- m_textureRect
- m_fillColor
- m_outlineColor
- m_outlineThickness
- m_vertices
- m_outlineVertices
- m_insideBounds
- m_bounds

+ ~Shape()
+ setTexture()
+ setTextureRect()
+ setFillColor()
+ setOutlineColor()
+ setOutlineThickness()
+ getTexture()
+ getTextureRect()
+ getFillColor()
+ getOutlineColor()
+ getOutlineThickness()
+ getPointCount()
+ getPoint()
+ getLocalBounds()
+ getGlobalBounds()
# Shape()
# update()
- draw()
- updateFillColors()
- updateTexCoords()
- updateOutline()
- updateOutlineColors()

sf::RectangleShape

- m_size

+ RectangleShape()
+ setSize()
+ getSize()
+ getPointCount()
+ getPoint()

hitbox_car

+ hitbox_car()
+ updateCar_hitbox()