Sprite

#image: Texture2D

+position: Vector2

+moveTo(position:Vector2): void

+moveTo(x:float,y:float): void

+Update(gameTime:GameTime): virtual void

+Draw(gameTime:GameTime,spriteBatch:SpriteBatch): void

StaticSprite

AnimatedSprite

+fameSize: Point

+currentFrame: Point

+sheetSize: Point

+timeSinceLastFrame: int = 0

+millisecondsPerFrame: Point = 0