

PirateGame::TextureHandler



```
classDiagram
    class PirateGameTextureHandler["PirateGame::TextureHandler"]
    class PirateGameLandmassTextureHandler["PirateGame::LandmassTextureHandler"]
    PirateGameLandmassTextureHandler --|> PirateGameTextureHandler
```

PirateGame::LandmassTexture  
Handler