```
Sprite
# game
# direction
# spriteName
# facing
# spritePosition
# spriteSheetRect
# animations
# spriteSheet
#SPRITE SIZE
+ ~Sprite()
+ events()
+ move()
+ boundries_collision()
+ collision()
+ getFacingDirection()
+ getSpritePosition()
+ getSpriteSheetRect()
+ getSprite()
+ getSpriteSize()
# Sprite()
# Sprite()
# operator=()
           Ui
     + Ui()
     + Ui()
     + operator=()
     + ~Ui()
     + events()
     + collision()
     + getUIText()
```