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=()

Arrow

+ Arrow()
+ Arrow()
+ operator=()
+ move()
+ collision()
+ blit()