Texture

+ Texture()
+ ~Texture()
+ getTexture()
+ getWidth()
+ getHeight()
+ pushToScreen()
+ pushToScreen()
+ pushSpriteToScreen()
+ pushSpriteToScreen()

#texture

Entity

\# srcWidth
\# srcHeight
\# srcX
\# srcY
\# width
\# height
\# x
\# y

+ Entity()
+ ~Entity()
+ display()
+ setX()
+ setY()
+ getX()
+ getY()
+ setSrcX()
+ setSrcY()
+ getSrcX()
+ getSrcY()

MapObject

\# collidable
\# damaging
\# deleteable
\# velocity
\# minX
\# maxX
\# moveable

+ MapObject()
+ ~MapObject()
+ setCollidable()
+ getCollidable()
+ setDamaging()
+ getDamaging()
+ setDeletable()
+ getDeletable()
+ setVelocity()
+ updateX()
+ getVelocity()