## **Emitter**

public position: Vector2

public particlesPerSecond : float private Timer : float

public active : bool

public particleTexture : Texture2D public particleLifespan : float

Emitter contains Particle

## **Particle**

private emitter : Emitter

private texture : Texture2D

public position : Vector2 public velocity : Vector2

public alive : bool private timer : float private lifespan : float