Component # tag # compoName + Component() + ~Component() + Update() + Render() + Start() + Shutdown() + getTag() + setCompRemoved() + getCompoName() + setCompoName() **SpriteComponent** + SpriteComponent() + ~SpriteComponent() + SetPosition() + Update() + Render() + LoadImage() + Start() + Shutdown() + getTag() + getCompoName()

and 7 more...