```
Text
+ text
+ rect
+ initialRect
+ color
+ font
+ surface
+ texture
+ is_dynamic
```

IMG_ICMons

+PVText

- + ICMonTexture
- + ICMonSound
- + rect + initialRect

+ renderer

- + PVbarTexture
- + PVbarTextureBack
- + currentHPWidth + PVRect
- + PVInitialRect
- + nameTexture
- + nameRect
- + nameInitialRect