Particle
+ sf::Vector2f m_position
+ sf::Vector2f m_velocity
+ sf::Color m_color
+ float m_lifetime
+ float m_size
+ const sf::Texture * m_texture
+ Particle(const sf::Vector2f &position, const sf::Vector2f &velocity, const sf::Color &color, float lifetime, float size, const sf::Texture *texture=nullptr)