```
Sprite
      - posX
      posY
      width

    height

      - spriteFile

    texture

      + Sprite()
      + Sprite()
      + getWidth()
      + getHeight()
      + getX()
      + getY()
      + getTexture()
      + setY()
      + setX()
      + setColor()
      + render()
      + free()
      + loadMedia()
           NPC
- id

    groupID

    currentLine

    boredLvl

    currentUser

- text

    speech

- path
- endGoal

    speaking

    reading

- idle

    moving

    emotionLevels

+ NPC()
+ prepareComment()
+ LoadComment()
+ renderComment()
+ LoadBox()
+ renderBox()
+ freeBox()
+ getLinesToRender()
+ applyEmotionLevel()
+ evaluateEmotionLevel()
and 26 more...
```