Sprite - posX - posY - width - height - spriteFile - texture + Sprite() + Sprite() + getWidth() + getHeight() + getX() + getY() + getTexture() + setY() + setX() + setColor() + render() + free() + loadMedia() **TextBox** - fontWidth - fontHeight - textToRender - fontTexture + TextBox() + TextBox() + renderComment() + loadText() + createStrings() + getFontTexture() + prepareComment() + getLinesToRender() + LoadComment() + freeComment() + renderComment() + returnLine() + emptyTextToRender() + getLinesToRender() + applyEmotionLevel() + evaluateEmotionLevel()

NPC

- id groupID - currentLine boredLvl

text

path

- idle

moving

+ NPC()

+ LoadBox()

+ renderBox() + freeBox()

and 26 more...

emotionLevels

- speech

- endGoal

 speaking reading

- currentUser