```
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() + getLinesToRender() + freeComment() + returnLine()

+ emptyTextToRender()