**THINGS I KNOW**

**Sf::Sprite[setOrigin] –** The local origin of an object, the centre point.

**Sf::Sprite[setPosition] –** set the position of the object.

**Sf::Sprite[getPosition] –** Get the position of the object.

**Sf::Sprite[setTexture] –** Change the source texture of the sprite.

**Sf::Sprite[setRotation] -** Set the orientation of the object.

**Sf::Texture[loadFromFiles] –** Load the texture from a file on disk.

**THINGS I DON’T KNOW**

**Sf::Sprite[setTextureRectangle] –**

**Sf::Texture[setRepeated] –**

**Sf::mouse[right, left] –**

**Sf::Event::mousbutton[x, y, button] –**

**Sf::Event [mouseButtonPressed] –**

**Sf::Event [mouseButtonReleased] –**