

HeadBall::AssetManager

- _textures
- _fonts
- _sound_clips

- + AssetManager()
- + ~AssetManager()
- + loadTexture()
- + getTexture()
- + loadFont()
- + getFont()
- + loadSound()
- + getSound()
- + isTexturePresent()
- + isFontPresent()
- + isSoundPresent()