


Slimeball::Slimeball



```
graph LR; A[Slimeball::Slimeball] --> B[Slimeball::setUpSprites]
```

A diagram showing a call from the `Slimeball::Slimeball` constructor to the `Slimeball::setUpSprites` method. The constructor is represented by a gray box on the left, and the method is represented by a white box on the right. A blue arrow points from the constructor box to the method box.

Slimeball::setUpSprites