TextureManager

- textureMap

+ TextureManager()
+ getTexture()

-m_textureManager

EnemySpawner

+ spawnerTexture
+ spawnerTexture2
+ spawnerTexture3
+ enemyVector
+ spawnerTextureNumber
- spawnerSprite
- offset
- test
- totalEnemies
- timesCalled
- spawnerPos
- MAX_ENEMIES
- INFINITE_ENEMIES

+ EnemySpawner()
+ loadFiles()
+ setupSpawner()
+ render()
+ update()
+ getSpawner()
+ createEnemy()