```
Animator
  - animationFrame
  - totalElapsed

    rectSourceSprite

  + Animator()
  + animate()
             -m animator
        Player
+ bulletVector
- gameSize

    speed

- speedX
- speedY
- position

    mousePos

- PI
- colourChangeTimer
- playerSprite
- playerldleTexture
- playerWalkingTexture
- textureRect
- ogColor
+ Player()
+ loadFiles()
+ setupPlayer()
+ update()
+ render()
+ getPlayer()
+ rotatePlayerView()
+ removeBullet()
+ handleCollisions()
playerMovement()
- move()
- shoot()
```