TextureManager

- textureMap

+ TextureManager()
+ getTexture()

-m_textureManager

Wall

+ wallTexture
+ wallTexture2
+ wallTexture3
+ wallTextureNumber
- wallSprite
- offset
- wallPos
- wallHealth

+ Wall()
+ loadFiles()
+ setupWall()
+ render()
+ damageWall()
+ getWallHealth()
+ getWall()