```
TextureManager
  - textureMap
  + TextureManager()
  + getTexture()
            m textureManager
         Items
+ medkitVector
+ explosiveVector
+ collisionCircleVector
+ addHealth
+ explosivesCollected
- particleSystemsVector
+ Items()
+ update()
+ render()
+ addToVector()
```

+ isColliding() + playerCollision() + dropBomb() + removeExplosive() + spawnExplosion()