```
TextureManager

    textureMap

+ TextureManager()
+ getTexture()
           -m textureManager
     Powerups
+ nukeVector
+ invinceVector
+ invisVector
+ nukeEnemies
+ invincibilityActive
+ invisibilityActive
- nukeFlash
- flashActive
- tempNukeLocation
- invinceTimer
- invisTimer
+ Powerups()
+ update()
+ render()
+ addToVector()
- isColliding()
- playerCollision()
setupNukeFlash()
```