```
TextureManager
- textureMap
+ TextureManager()
+ getTexture()
           m textureManager
     Explosive
+ explosiveTexture
+ primed
+ exploded
- explosivePos

    explosiveSprite

- flashCount
- timer
- red
+ Explosive()
+ loadFiles()
+ setupExplosive()
+ update()
+ render()
+ getExplosive()
```

flashDynamite()