```
OtterEngine::ISprite
  pos
  size
#
# obi
+ ISprite()
+ ~ISprite()
+ refresh()
+ loadSpriteFromFile()
+ loadSpriteFromFile()
+ loadSpriteFromFile()
+ getPosition()
+ setSize()
+ setPosition()
+ getSize()
        Sprite
```

OtterEngine::MultiAnimated
Sprite

+ MultiAnimatedSprite()

+ ~MultiAnimatedSprite() + addAnimatedSprite() + refresh() + setPosition()

+ setSize() + setAction()