```
OtterEngine::ISprite
#
   pos
#
    size
# obi
+ ISprite()
+ ~ISprite()
+ refresh()
+ loadSpriteFromFile()
+ loadSpriteFromFile()
+ loadSpriteFromFile()
+ getPosition()
+ setSize()
+ setPosition()
+ getSize()
OtterEngine::TextSprite
+ ~TextSprite()
+ setString()
+ setFont()
+ getBounds()
+ setOrigin()
+ setOrigin()
+ setColor()
+ setFontSize()
+ refresh()
+ loadSpriteFromFile()
+ loadSpriteFromFile()
+ loadSpriteFromFile()
+ setPosition()
+ getPosition()
+ setSize()
```