Structs

Sprites

```cpp
struct Sprite {
    int rotation;
    char substitute;
    std::string name;
    std::string path;
    arc::Color color;
    arc::Color backgroudColor;
};
```

- substitute is a char that can be used if the display doesn't support real sprites;
- name is the name of the sprite;
- path is where the sprite is stored;
- colour is the colour of the sprite to use with the substitute;
- backgroudColor is the colour to put behind the sprite when used with the substitute.

Items

```cpp
struct Item {
    std::string name;
    std::string spritesPath;
    SpriteList  sprites;
    int      currSpriteIdx;
    int      x;
    int      y;
};
```

- spritePath is where the sprite conf file can be found for the current object (depreciated);
- SpriteList is the list of sprite related to the current Item;
- currSpriteIdx is the index at which the active sprite can be found;
- x and y are the coordinates of the object.

Using

```cpp
using SpriteList = std::vector<Sprite>;
using ItemList = std::vector<Item>;
using InteractionList = std::queue<Interaction>;
```