

-memberName
-memberName

-memberName
-memberName

-memberName

-memberName

Player

-memberName

-memberName

-memberName

PowerPellet

-memberName
-memberName

-memberName
-memberName

-\_xpos: int
-\_ypos: int
-\_xsize: int
-\_ysize: int
-vao: GLuint
-vbo: GLuint
-texture: Texture2D
-Sprite()