ant::Entity

- name
- mask
- states
- Components

+ Entity()
+ Entity()
+ Entity()
+ addComponent()
+ getComponent()
+ removeComponent()
+ getName()
+ setName()
+ setComponents()
+ getComponents()
+ getMask()
+ hasComponent()
+ is()
+ addState()
+ removeState()
+ getStates()
+ clear()
+ operator==()
+ operator!=()
+ operator==()
+ ~Entity()

sf::Drawable

-action

ant::GUI::Button

- position
- size
- image
- text

+ Button()
+ Button()
+ Button()
+ Button()
+ setAction()
+ getAction()
+ setPosition()
+ getPosition()
+ setSize()
+ getSize()
+ setImage()
+ getSprite()
+ setText()
+ getText()
+ contains()
+ draw()
+ ~Button()