

## Animation

- + Animation(const std::string &name, const sf::Texture &t, size\_t frameCount, size\_t speed)
- + Animation(const std::string &name, const sf::Texture &t)
- + Animation()
- + void update()
- + bool hasEnded()
- + std::string & getName()
- + Vec2 & getSize()
- + sf::Sprite & getSprite()