Assets

+ void addTexture(const
  std::string &name, const
  std::string &path)

+ void addSound(std::
  string &name, std::string
  &path)

+ void addFont(const
  std::string &name,
  const std::string &path)

+ void addAnimation(const
  std::string &name, const
  Animation &animation)

+ void addBackground
  (const int name, const
  int index2, const sf
  ::Texture &)

+ void addMusic()

+ sf::Texture & getTexture
  (const std::string &name)

+ sf::Sound & getSound
  (std::string &name)

+ sf::Font & getFont
  (const std::string &name)

+ Animation & getAnimation
  (const std::string &name)

+ Background & getBackground
  (const int name)

+ void getMusic()

+ void loadFromFile(const
  std::string &path)