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 &)

+ 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 loadFromFile(const std::string &path)