Assets

+ ~Assets()

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

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

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

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

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

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

+ sf::SoundBuffer & getSound Buffer(const std::string &name)

+ sf::Music * getMusic (const std::string &name)

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

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

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

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