## Component

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|---|
| + Component() |
| + ~Component() |
| + Update() |
| + Input() |
| + Render() |
| + RenderGui() |
| + Reset() |
| + GetType() |
| + String() |
| + SetGameObject() |
| + GetGameObject() |

## AnimatedTexture

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|---|
| + AnimatedTexture() |
| + SetTexture() |
| + ~AnimatedTexture() |
| + Update() |
| + Input() |
| + Render() |
| + RenderGui() |
| + Reset() |
| + String() |
| + GetType() |
| + Draw() |
| + PlayFrame() |
| + GetFile() |
| + SetDimensions() |
| + GetDimensions() |