UML Class Diagram:

Component

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

AnimatedTexture

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

Collectible

+ Collectible()
+ ~Collectible()
+ Input()
+ Update()
+ Render()
+ RenderGui()
+ String()
+ GetType()

Collider

+ Collider()
+ ~Collider()
+ Input()
+ Update()
+ Render()
+ RenderGui()
+ String()
+ GetType()
+ SetWH()
+ SetXY()
and 11 more...

KeyboardController

+ KeyboardController()
+ ~KeyboardController()
+ Input()
+ Update()
+ Render()
+ RenderGui()
+ Reset()
+ String()
+ GetType()
+ SetSpeed()
and 10 more...

SceneTransition

+ SceneTransition()
+ SetNext()
+ GetNext()
+ SetEnd()
+ GetEnd()
+ ~SceneTransition()
+ Input()
+ Update()
+ Render()
+ RenderGui()
+ String()
+ GetType()

Script

+ Script()
+ ~Script()
+ Input()
+ Update()
+ Render()
+ RenderGui()
+ GetType()
+ String()
+ LoadScript()

Texture

+ Texture()
+ CreateTexture()
+ ~Texture()
+ Update()
+ Input()
+ Render()
+ RenderGui()
+ Reset()
+ String()
+ GetType()
+ GetFile()

TileTexture

+ TileTexture()
+ ~TileTexture()
+ Update()
+ Input()
+ Render()
+ RenderGui()
+ Reset()
+ String()
+ GetType()
+ GetTile()
+ SetTile()

Transform

+ Transform()
+ ~Transform()
+ Input()
+ Update()
+ Render()
+ RenderGui()
+ Reset()
+ String()
+ SetWH()
+ SetXY()
and 10 more...