

Sprites



```
graph BT; A[game.World_map.Block.Grass] --> B[Sprites];
```

A diagram illustrating a relationship between two classes. At the bottom is a gray rectangular box containing the text 'game.World_map.Block.Grass'. A blue arrow points vertically upwards from the top center of this box to the bottom center of a white rectangular box above it. The white box contains the text 'Sprites'.

game.World_map.Block.Grass