

```
{sf::Drawable  
}
```



```
{Tile  
+ sf::Vector2f position  
+ Tile(Texture texture,  
  float x, float y)  
+ void draw(sf::RenderTarget  
  &window, sf::RenderStates  
  states) const  
+ void move(std::string  
  const &direction)  
+ void addX(int x)  
+ void addY(int y)  
+ void setX(int x)  
+ void setY(int y)  
}
```