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MelloMario.ISpriteFactory< T >
+ BindLoader()
+ CreateTextSprite()
+ CreateSplashSprite()
+ CreateMarioSprite()
+ CreateGoombaSprite()
+ CreateKoopaSprite()
+ CreatePiranhaSprite()
+ CreateFireSprite()
+ CreateStarSprite()
+ CreateCoinSprite()
+ CreateSuperMushroomSprite()
+ CreateFireFlowerSprite()
+ CreateOneUpMushroomSprite()
+ CreateQuestionSprite()
+ CreateBrickSprite()
+ CreateFloorSprite()
+ CreateStairSprite()
+ CreatePipelineSprite()
+ CreateFlagSprite()
+ CreateSceneSprite()
+ CreateTitle()
+ CreateThwompSprite()
                  < ContentManager >
ISpriteFactory< ContentManager >
+ BindLoader()
+ CreateTextSprite()
+ CreateSplashSprite()
+ CreateMarioSprite()
+ CreateGoombaSprite()
+ CreateKoopaSprite()
+ CreatePiranhaSprite()
+ CreateFireSprite()
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+ CreateFloorSprite()
+ CreateStairSprite()
+ CreatePipelineSprite()
+ CreateFlagSprite()
+ CreateSceneSprite()
+ CreateTitle()
+ CreateThwompSprite()
                Δ
MelloMario.Factories.Sprite
             Factory

    Instance

    textures

    content

+ BindLoader()
+ CreateTextSprite()
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+ CreateGoombaSprite()
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+ CreateFloorSprite()
+ CreateStairSprite()
+ CreatePipelineSprite()
+ CreateFlagSprite()
+ CreateSceneSprite()
+ CreateTitle()
 SpriteFactory()
 GetTexture()
```