```
sql

    database

database_path
- rc
- connection
   ERROR MESSAGE

    data

+ sql()
+ ~sql()
+ get_data()
+ get_data()
+ change_data()
+ add_data()
+ execute_query_without
 return()
+ execute_query_with
 return()
+ get_name_from_id_inventory()
+ get_sprite_inventory()
and 20 more..
+ get_result()
+ set_result()
+ callback()
check_query_request()
                                  -database
                                          npc
                               - npc_actions
                              - npc_values
                               - id
                              - position
                              sprite_size

    texture

                               - window
                              - current action
                              - is_player
                               + npc()
                               + move()
             -database
                              + set_action()
+ get_name()
+ draw()
                               + get_bounds()
+ get_interaction()
+ get_collision()
                              + set_position()
+ get_position()
+ get_action()
                               + get_current_a
+ show_ability()
                                                 action()
                               + ~npc()
                              - load_all_action()
                                           actions()
                            -player_npc
          player
- player_id
- spawn
- position
- last_move
+ player()
+ move()
+ set_action()
+ draw()
+ respawn()
+ get_interaction()
+ get_collision()
+ set_last_position()
+ get_position()
  get_action()
get_current_
                  _action()
+ show_ability()
+ set_position()
+ ~player()
```