```
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()
     + set_action()
     + get name()
     + draw()
     + get_bounds()
     + get_interaction()
     + get collision()
     + set_position()
     + get_position()
     + get action()
     + get_current_action()
     + show ability()
     + ~npc()
     - load_all_actions()
     load action()
```