```
figure
   + position
   + selected
   + figure()
   + getBounds()
   + draw()
   + move()
   + jump()
   + iump()
      picture
+ picture path
+ tile size

    texture

- sprite
+ picture()
+ getBounds()
+ rotate()
+ set_transpirantie()
+ draw()
            +load screen pic
              -background
           +play game button
               +gid gud
           +level editor button
    main menu
+ view1
+ view2
- window
+ main menu()
+ show menu()
+ button pressed()
+ load screen()
+ gid gud splash()
+ loading()
draw main menu()
```