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

    texture

- sprite
+ picture()
+ getBounds()
+ rotate()
+ set transpirantie()
+ draw()
           -box
     dialogbox
   + last text
   + text
   font
   - font path
   - position
   + dialogbox()
   + draw()
   + text_input()
```

+ getBounds()