+PhysicsBody: b +sprite: GL\_TEX +GameObject(tex +update(): void +render(): void +destroy(): voi



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- -textureArray: GL TEXTURE 2D -numTexture: int
- +TextureLoader()
- +LoadTexture(filename:string): int
- +DestroyTexture(id:int): void +DestroyAll(): void

+update() +render()

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+MouseEve

-texture:

-customMo

+SetMouse