

ResourceManager

- `std::unordered_map`
`< std::string, sf::Texture`
`> _textures`

- + `bool loadTexture(const`
`std::string &id, const`
`std::string &filepath)`
- + `sf::Texture & getTexture`
`(const std::string &id)`
- + `static ResourceManager`
`& getInstance()`
- `ResourceManager()`
`=default`