```
I DrawableObject
  + Draw()
  + SetBufferRef()
  + Destory()
         HUD

    isManual

- Ex
- IdGen
- RederingHandle
- m objectID
- overlay Data

    overlayThreshold

- TraitData

    m affordances

    dispEmotion

    needs

- afforded

    stateName

    npcid

- splash
+ HUD()
+ ~HUD()
+ Draw()
+ turnOffSplash()
+ getSplash()
```

+ DrawSplash() + SetBufferRef() + Destory() + setManual() + getManual() and 6 more...

enEmotionToString()