Component

parent
isCreated

+ Component()
+ ~Component()
+ onCreate()
+ onDestroy()
+ update()
+ draw()
+ Component()
+ ~Component()
+ onCreate()
+ onDestroy()
+ update()
+ draw()

Actor

- components

+ Actor()
+ ~Actor()
+ onCreate()
+ onDestroy()
+ update()
+ draw()
+ AddComponent()
+ AddComponent()
+ GetComponent()
+ RemoveComponent()
+ RemoveAllComponents()
+ ListComponents()
- Actor()
- Actor()
- operator=()
- operator=()

Texture_Actor

- animation_last_time
- curr_frame

+ Texture_Actor()
+ ~Texture_Actor()
+ onCreate()
+ onDestroy()
+ update()
+ input()
+ draw()
+ get_currFrame()
+ set_currFrame()
+ change_currGrame()