Component # parent # isCreated + Component() + ~Component() + onCreate() + onDestroy() + update() + draw() + Component() + ~Component() + onCreate() + onDestroy() + update() + draw() RenderComponent smart sprite - VBO VAO

quadVAOtexture

+ onDestroy() + update() + draw()

+ onCreate() + initRenderData() + renderData() + LoadTexture() and 9 more...

+ RenderComponent()+ ~RenderComponent()

+ initLineRenderData()