```
vec2
                  vec3
      -m size
    -m frames
                    -m color
    m position
         sprite
- smart texture
- texture list
m_key
- m sprite sheet
- m_change frames
- m x num frame
- m_y_num_frame

    m incrementer

- m rotate
+ sprite()
+ sprite()
+ ~sprite()
+ loadSmartTexture()
+ get smart texture()
+ set texture()
+ aet kev()
+ get_sprite sheet()
+ get_change_frames()
+ get_num_x frames()
and 17 more...
```