Texture2D

+ ID
+ Width
+ Height
+ x_pos
+ y_pos
+ Internal_Format
+ Image_Format
+ Wrap_S
+ Wrap_T
+ Filter_Min
+ Filter_Max

+ Texture2D()
+ Generate()
+ Bind()

vec3

-texture

+color

Entity

+ body
+ filename
+ name
+ i_am_a_sprite_sheet
+ change_frame
+ x_frame
+ y_frame
+ incrementer
+ position
+ size
+ rotate
+ frame
# active
# groupId
# world
# bodyDef
# shape
# edge
# circle
# fixtureDef

+ Entity()
+ Load()
+ CreateEdeg()
+ CreateEdeg()
+ Draw()
+ Update()
+ CheckCollision()
+ GroupID()
+ Active()
+ DeleteShape()
+ Destroy()
+ Enable()
+ ~Entity()