```
EntityManager

    entities

    edges

    world

        - lines
       + EntityManager()
       + Add()
        + Add()
        + newEdge()
        + Get()
        + ListAllEnties()
        + ReturnMap()
        + ReturnEdges()
        + aetLines()
        + getWorld()
       + Update()
       + Render()
       + DeleteEntity()
        + EnableEntity()
        + ~EntityManager()
                  -manager
      LoadingGameObjects
- smart sprites

    xml text package

    xml sprite package

    dynamic

- i am sprite sheet

    change frames

    set physics

+ LoadingGameObjects()
+ ~LoadingGameObjects()
+ Load_XML_SPLASH_SCREEN()
+ Load_XML_MENU_SCREEN()
+ Load XML PLAY SCREEN()
+ Load XML GAME OVER
SCREEN()
+ return physic manager()
+ return xml text package()
+ return xml tile package()
```