```
vec3
             -m_color
         sprite
- m sprite sheet
- m change frames
- m_x_num_frame
- m y num frame

    m incrementer

- m position
- m size
- m rotate
- m frames
+ sprite()
+ sprite()
+ ~sprite()
+ get_sprite_sheet()
+ get_change_frames()
+ get_num_x_frames()
+ get_num_y_frames()
```

+ get_incrementer()
+ get_position()
+ get_size()
and 13 more...