```
Texture2D
  + ID
  + Width
  + Height
  + x_pos
  + y pos
  + Internal Format
  + Image_Format
  + Wrap_S
+ Wrap_T
  + Filter Min
  + Filter_Max
  + Texture2D()
  + Generate()
  + Bind()
           Δ
         Entity
+ body
+ filename
+ name
+ i am a sprite sheet
+ change frame
+ x_frame
+ y_frame
+ incrementer
+ position
+ size
+ rotate
+ color
+ frame
# active
# groupId
# world
# body Def
# shape
# edge
# circle
# fixtureDef

    texture

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