Front Buffer (Main Canvas, never destroyed)

Back Buffers (Set by game at startup, never destroyed)

* Loop Screens Ordered by Depth
  + Loop viewports Ordered By Depth
    - Clear back buffers
    - Loop Layers Ordered by Depth
      * Draw layer entities to back buffer with correct layer index
    - Next Layer
    - Draw all back buffers to front buffer according to viewport position and width / height
  + Next viewport
* Next Screen

Mouse event on front buffer

* Loop screens by descending depth
  + If screen is active
    - Loop viewports by descending depth
      * If mouse events are enabled for the viewport
        + Send the event
    - Next viewport
* Next screen

IgeClass:

* extend
* absorb
* log
* bind
* events

IgeIndex is an IgeClass (previously IgeItemIndex):

* byIndex []
* byId {}
* add ()
* remove ()
* read ()

IgeItem is an IgeClass (previously IgeBaseItem):

* id

IgeBody is an IgeItem (IgeTransformComponent):

* transform
* width
* height
* hidden
* className

IgeNetworkedBody is an IgeBody:

* network (IgeNetworkComponent)

IgeEntity is an IgeBody:

* texture
* cell
* render

IgeNetworkedEntity is an IgeNetworkedBody:

* texture
* cell
* render