Entity base class  
 - Function to update the transforms

- Parent

- List of children

- Local transform

- Global transform

All the objects inherit from Entity

- Set their parents and children

- Call update on them (parents should call update on their children)

- Call draw on them (parents should call draw on their children)

In the object’s update function

- process any input and move, scale or rotate as needed

- Call the Entity base class’ update transform function

To move an object

- Use a vector to calculate the change in position for this frame

- Create a temporary matrix, can be created locally, we’ll only need it for a moment.

- Copy the change in position from the vector into the matrix using the matrix’s setPosition() function

- Combine the matrix with the object’s localTransform using multiplication:

localTransform = localTransform \* posMatrix;

In the draw function

- Use the renderer to draw using drawSpriteTransfrom3x3, passing in a texture and the global transform