**Audio: (done)**

* audio add <name> <path>
* audio remove <name>
* audio loop <name>
* audio play <name>
* audio stop <name>

**Input: (done)**

* input bind <key> <action>

<action> : up, down, left, right, quit, attack

**Objects: (done)**

* object ai add <name> <parameters>
* object background add <name> <parameters>
* object game add <name> <parameters>
* object hud add <name> <parameters>
* object pickup add <name> <parameters>
* object player add <name> <parameters>
* object texture set <name> <path>

<type> : player, npc, hud, background, game, pickup

**Variables: (done)**

* variable <type> add <name>
* variable <type> remove <name>
* variable <type> set <name> <operation> <value>

<type> : boolean, integer, float

<operation> : =, +=, -=, \*= /=

**Triggers: (done)**

* trigger <type> add <name> <condition>
* trigger <type> remove <name>
* trigger <type> set <name> <command>

<type> : boolean, integer, float, collision

<condition> : <variable> <comparison> <value> // Variables

<object> <object> // Collisions

<comparison> : ==, !=, <=, >=, <, >