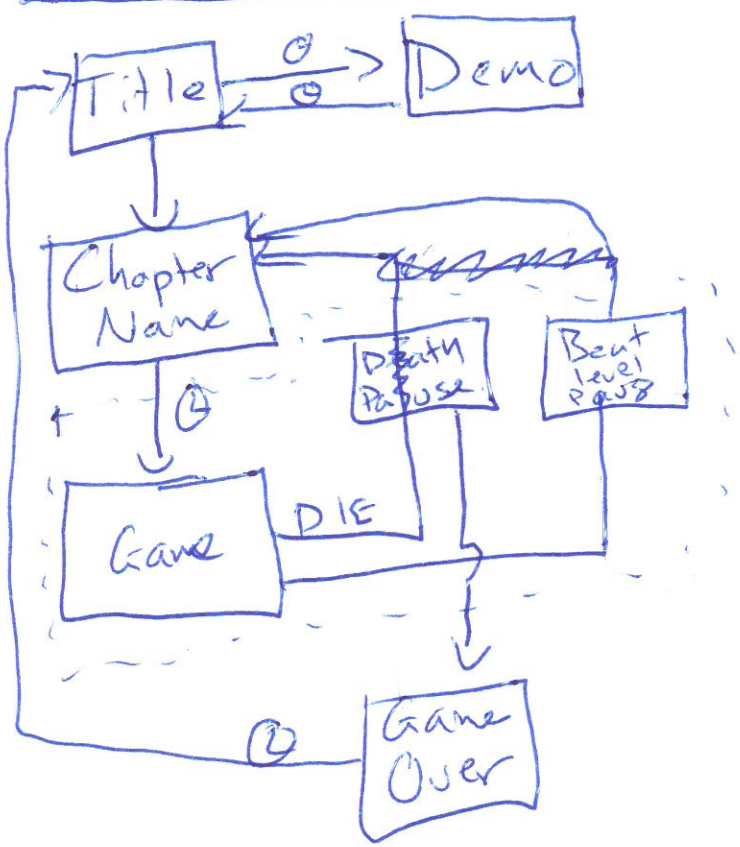
State Machine



?

Are states
"in game"
or
separate "scenes"

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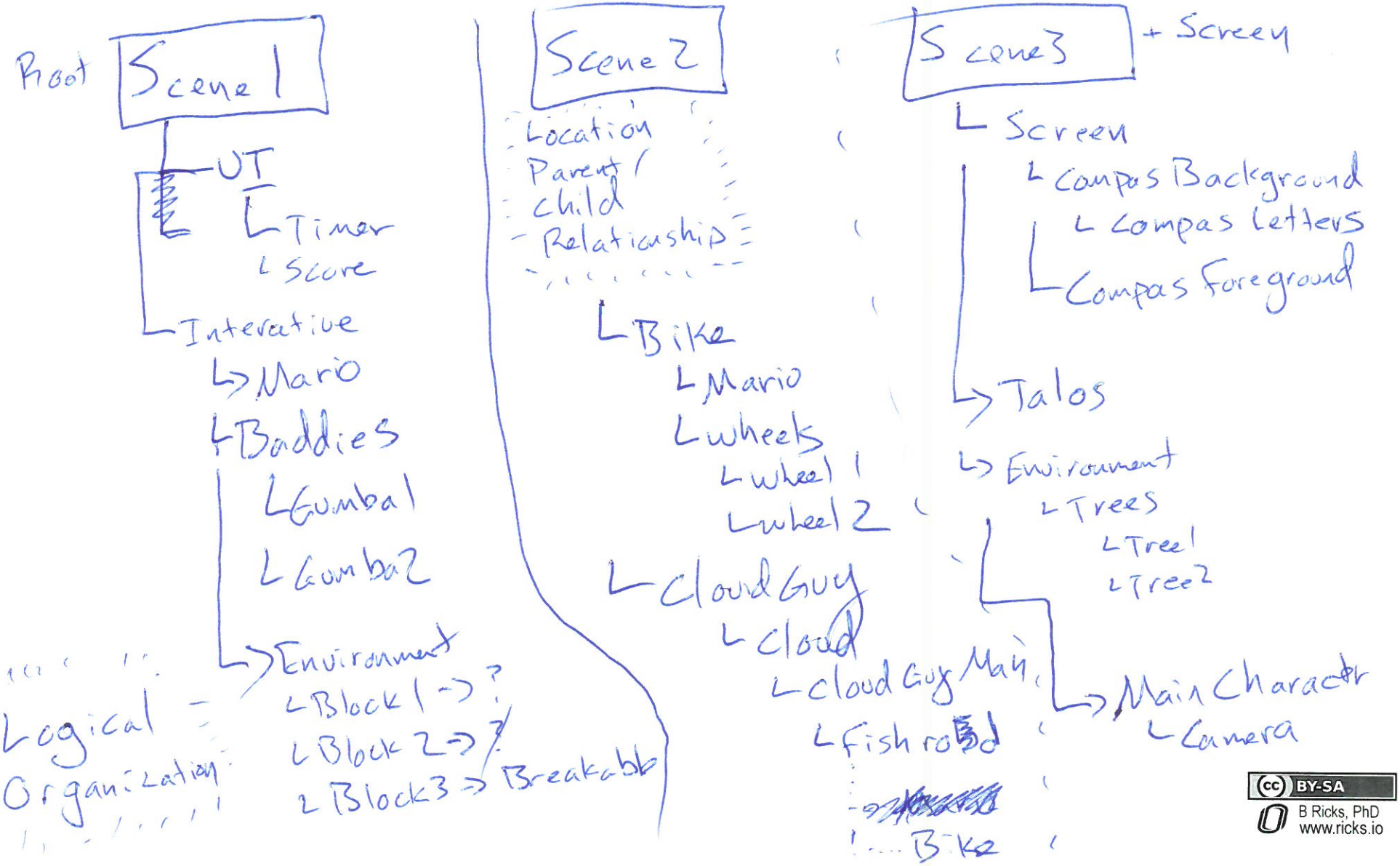
Scene Graph

A forest of scene trees



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Parts of a Scene Tree

Scene has an array of childnodes.

Each **Node** has a (possibly empty) array of child nodes

Each Node has a (possibly empty) array of **Components**

Each Component responds to
- draw calls
- update calls

or
- holds information

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