

Introduction

Namespace Hallowed.Core

Classes

[Container](#)

Represents a scene graph node that can group and transform multiple [DisplayObject](#) instances. Containers allow hierarchical transformations, positioning, and rendering order management.

[DisplayObject](#)

The abstract base class for all renderable objects. Every object that can be rendered should inherit from this class.

[GameEngine](#)

The main class for the game that handles all game logic and rendering.

Interfaces

[IRenderable](#)