Should load data in an xml format.

* Title must refer to the class.
* Each class has their own loader which will deal with specifics.
  + The class must register its loader to be called.
  + The base class will have its own loader
  + Duplicate keywords will not be allowed and the parent object should have priority on attributes
    - Attributes will be passed down the chain of parent classes and attributes should be removed as they are processed.
    - Access to color name converter.
  + Note that a class with sub Gui Objects will not have them directly accessible through xml (meaning textbox can (but does not have to) allow all customization options for textblocks)
    - In functions, they need to be accessed through the class functions and variables
* XML children nodes should create a child.
* Document a list of valid xml nodes, attributes for each, and what they create and do
* Functions should be referenced by string and bound at run time.
  + Functions need to be setup before the program initializes.

Examples (Note that the title may not refer to an actual implemented class):

<GuiBox id=”b1” x=”0” y=”0” width=”320” height=”32” background-color=”blue”/>

<GuiBox id=”b2” x=”0” y=”48” width=”320” height=”32” background-color=”white”>

<GuiText id=”text1” width=”320” height=”32” text-color=”black” text=”Good Text”/>

</GuiBox>