**FONDATION**

* **Not Done**
* **Partially Done**
* **Completed**

1. Rendering System: The engine should have a rendering system capable of displaying 2D graphics efficiently, including support for sprites, textures, animations, and various visual effects.

2. Physics Engine: A physics engine helps simulate realistic physics interactions such as collisions, gravity, and object movements.

3. Input Handling: The engine should provide a way to handle user input from various sources, including keyboard, mouse, touch, and game controllers.

4. Asset Management: A mechanism to import, manage, and use game assets such as images, sounds, music, and fonts efficiently.

5. Scene Management: The ability to manage multiple scenes or levels, allowing for smooth transitions and efficient loading and unloading of game content.

6. Audio System: An audio system that enables the playback of sound effects and background music, including features like volume control, spatial audio, and music synchronization.

7. Animation System: The engine should support the creation and playback of animations, allowing for smooth character movements, object transitions, and visual effects.

8. Collision Detection: A collision detection system to determine when objects interact or collide with each other, triggering appropriate actions or behaviors.

9. Scripting or Programming Support: A way to extend the engine's functionality through scripting or programming, enabling developers to add custom behaviors, game logic, and AI.

10. User Interface (UI) System: A UI system to create and manage in-game menus, buttons, text boxes, and other interactive elements.

11. Networking Support: If multiplayer or online features are desired, the engine should offer networking capabilities for communication between players or to connect to servers.

12. Debugging and Profiling Tools: Tools and features to assist in debugging and optimizing game performance, such as logging, profiling, and visualization of game data.

13. Documentation and Community Support: Comprehensive documentation, tutorials, and an active community that can aid and share knowledge related to the engine.