**Render Object 🡪 Sprite**

* Texture
  + PNG, JPEG, etc.
* Render Mode?
  + RGB, Grayscale
* Colour Tint
* Clip Area
  + What part of the texture to draw, think sprite sheets

**Colour** (simple struct for re-usability)

* R, G, B, A

**Texture** (struct container?)

* File Path
* Pixels
* Width
* Height

**Render Object** (parent class for common variables)

* Anchors
  + Top-left, centre, etc.
  + Offsets
* Position
  + In pixels – exact position
  + Dynamic position = anchors + offsets
* Size
  + In pixels – exact size
  + Dynamic size = anchors + offsets
* Scale
  + Multiplies the size from above ^^^
* Rotation
  + Angle in degrees (again, ease-of-use)
* Z-Order / Priority
  + Higher drawn on top
* Visibility
  + Is drawing enabled?
* Origin
  + What to scale / rotate from
  + Default to (0.5, 0.5) for ease-of-use.

**Renderer / Camera2D**

* Render Order:
  + Background layers
  + All sprites, use z-order.
  + Post-processing layers
* Position
* Rotation
* Render Target
  + Window
  + Texture
* Output size?

**Vec2** (simple struct for re-usability)

* X, Y
* Basic math functionality
  + V + V
  + V – V
  + S \* V
  + V \* S
  + Normalize