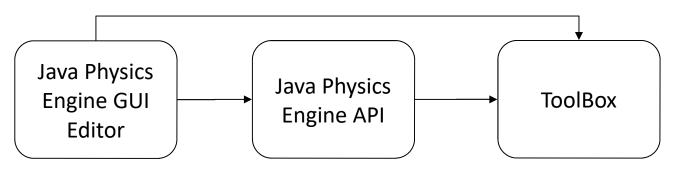
System Architecture



- Creates objects using click and drag capability
- Modify object properties
- Generates API code
- Renders the objects
- Simulates the objects
- Saves saved objects to a text file
- Simulates the objects by performing physic calculations and handing object collisions
- Provides common utilities for the API and the GUI editor, such as drawing objects to the screen, a Vector class, etc.