Physics Framework Reqs:

* ~~ParticleModel~~ IMPLEMENTS IParticle
* ParticleEmitter for Particle Systems
* RigidBody IMPLEMENTS IRigidBody
* ParticleManager for ParticleEmitter
* Collision Manager
  + Broad-phase and Narrow-phase Collision Algorithms
  + Interpenetration and Collision Response
* GameObject
  + Geometry
    - Geometry\_Cube
    - Geometry\_Sphere
    - Geometry\_Mesh
  + ~~Materials~~
* Scene Manager
* Maths Library
  + ~~Vector3~~
  + ~~Vector4~~
  + ~~Matrices~~
  + ~~Quaternions~~
  + Basics