



PyLog:

Save Data structures (Images/sprites/sounds...)  
in Python such that you have an ID and  
Properties of each structure

Image:

Sprite:

Vec2 Pos;  
Vec2 Look;  
Vec2 size; (or 2 ints)

Camera:

Vec2 Pos;  
float zoom;

Sound:

Might Need separate Lib.

Input:

Might Need separate Lib.