Introduction

Namespace RayGame

Classes

[CollisionDetection](#)

    Provides a method for collision detection between shapes.

[Engine](#)

    The main engine class that initializes and runs the game.

[GameObject](#)

    Represents a game object in the Scene.

[Mesh](#)

    Represents a 2D mesh consisting of a collection of vertices.

[MeshRenderer](#)

    A Renderer that renders a [Mesh](#) associated with a [GameObject](#).

[Transform](#)

    The class that holds all the transformation data for an object

Interfaces

[IGameComponent](#)

    Interface for game components.

[IRenderer](#)

    Interface for renderers.