

RUST OBJECT NOTATION (RON)

```
Scene( // class name is optional
  materials: { // this is a map
    "metal": (
      reflectivity: 1.0,
    ),
    "plastic": (
      reflectivity: 0.5,
    ),
  },
  entities: [ // this is an array
    (
      name: "hero",
      material: "metal",
    ),
    (
      name: "monster",
      material: "plastic",
    ),
  ],
)
```

ECS: COMPONENTS

```
struct Vel(f32);

impl Component for Vel {
    type Storage = VecStorage<Self>;
}

#[derive(Component, Debug)]
#[storage(DenseVecStorage)]

struct Pos(f32, f32, f32);
```