## THE PRESENT

▸ Rendering powered by gfx pre-ll

▸ Controllers and gamepads

▸ glTF - "JPEG of the 3D world"

▸ Networking/Multiplayer

▸ UI

▸ 3D and 2D Animation

▸ Parallel ECS (Specs)

▸ Input abstractions

▸ Configuration loading through RON

▸ Asset loading with hot-reloading

▸ State manager

## AND MORE!

## THE FUTURE

▸ New renderer that is built off of Vulkan like APIs (gfx-hal and ash)

▸ More robust networking

▸ Editor

▸ Scripting

▸ WASM and WebGL

▸ iOS and Android support

▸ REPL