

std::queue<std::vector<byte>> toSendNetworkQueue; std::queue<std::vector
byte>> receivedNetworkQueue; std::queue<packet_new_entity> newEntityQueue; std::queue<packet_position> updatePositionQueue; std::queue<packet_kill_entity> killEntityQueue;

std::chrono::steady_clock::time_point deltaTime; std::chrono::steady_clock::time_point animTimer;

SCENE currScene; ///< Current scene loaded bool isLoaded; ///< Is the scene loaded