# **Apollo Framework Roadmap**

Game Objects stored in a Scene Graph layout (child nodes manipulated relative to their parent)

-> **0.1.0.0**

Service Locator and a Standard Renderer

Settings from a File/Default Settings

Logging/Log Manager

-> **0.2.0.0**

Entity/Component/System

-> **0.3.0.0**

Primitives

Sprite Implementation (Generic, sprite-sheet support)

Sprite Animation

-> **0.4.0.0**

Particle System

-> **0.5.0.0**

Event Queue

-> **0.6.0.0**

Pre and Post Processing

-> **0.7.0.0**

AI Constructs (Steering Behaviors, Path-Finding, FSM)

-> **0.8.0.0**

Storing Assets in a Compressed Container (Windows Only)

-> **0.9.0.0**

User Interface

-> **1.0.0.0**

Farseer Physics Integration

-> **1.1.0.0**