**Dev log**

Pre log:

Started the foundations of a 2D game engine called Cookie. Started in Java and used LWJGL, GLFW, and ImGui at the core of the engine (Gradle project). Cookie was developed for about a month with the following structure (directories and classes):

* Cookie:
  + Camera.java
  + Component.java
  + ComponentDeserializer.java
  + GameObject.java
  + GameObjectDeserializer.java
  + ImGuiLayer.java
  + KeyListener.java
  + LevelEditorScene.java
  + LevelScene.java
  + MouseListener.java
  + Scene.java
  + Transform.java
  + Window.java
* Renderer:
  + RenderBatch.java
  + Renderer.java
  + Shader.java
  + Texture.java
* Components:
  + FontRenderer.java
  + Rigidbody.java
  + Sprite.java
  + SpriteRenderer.java
  + Spritesheet.java
* Util:
  + AssetPool.java
* Main.java

After the initial month of development, I decided that Java would ultimately cause limitations and that I wanted to use a lower level language, hence the switch to C++.

Mar 20, 2024:

I’m currently working on recreating Cookie in C++. For now, I’ve gotten all the needed libraries (GLAD, GLFW, GLM, ImGui) and am successfully able to generate the game window. Currently working on implementing the shader to get my first object drawn.

Mar 21, 2024:

Currently working to recreate the following classes in C++ Cookie:

* Camera
* Component
* GameObject
* Transform
* Sprite
* SpriteRenderer
* Spritesheet
* AssetPool
* Renderer
* RenderBatch
* Texture

Things that need attention:

* Scene.cpp (missing two methods)
* Memory management (how to handle it?)