**Cosas por hacer**

* Obj Loader  **(Listo)**
* Camera  **(Listo)**
* View Frustrum Culling (Game Tutorials Frustrum Culling) **(Falta)**
* BSP Tree (Ta peluo, Game Tutorials BSP Loaders) **(Falta)**
* Collision Detection (Game Tutorials Camera World Collision) **(Falta)**
* Motion Blur (Game Tutorials Motion Blur) **(Falta)**
* Bump Mapping (Shader, investigar) **(Falta)**
* Particle System (Game Tutorials Particles) **(Falta)**
* Panel On-Screen (Status Bar, Collected Objects, etc.) **(Falta)**
* Mip-Mapping (Investigar) **(Falta)**
* Shadow Mapping (Investigar) **(Falta)**
* Enviromental Mapping (Investigar) **(Falta)**