GAM150 - Alpha Engine

* Library, you will use it without seeing the code.
* Interface: C
* What it does:
  + Create window.
  + Handle window messages.
    - Allows custom message handling.
  + Frame rate controller.
  + Keyboard/Mouse input.
  + Hardware accelerated graphics.
    - Mesh.
    - Texturing
      * Texture offset (For sprite sheets).
    - Transparency.
    - Blend color.
    - Tint color.
  + Camera movement.
  + 2D vector library (Can't be used in GAM150 game project, but will be implemented in CS230).
  + 2D matrix library (Can't be used in GAM150 game project, but will be implemented in CS230).
  + 2D collision library (Can't be used in GAM150 game project, but will be implemented in CS230).