Game Specific Subsystems			
	Mechanics	Game Cameras?	
	State & Animation?	Fixxed Camera	
		P-F Camera	
	Movement		
Front End	Gameplay Foudations		
HUD	Scripting system - TypeScript API		
Game menu?			
Visual Effects			Audio
			Simple sound effects
Scene Graph	Debug	Physics	HID
		Collision	Mouse/Keyboard
	Interface to	Velocity	Touch?
	logging layer	Gravity	
Low Level Rendering			
UI layer			
Logging Layer			
Reosurces			
Game world	Models	Collision?	
Third Party			
React			

Legend:

   ? Is possible later implementation