Main game loop: will hold list of all objects, make appropriate calls to continue play

baseObject – each instance is an object in the world, has coordinates, dimensions, etc

actor – object capable of motion, whether procedural or input controlled

player

enemy

npc

prop – static object in world

hudItem – object to be rendered as part of hud

draw – class to do rendering of all relevant objects

graphics – handle vector and hopefully raster

vector – support svg files

raster – possibly textures for vector graphics

physics – class to handle projectiles, collisions, etc. All encompassing.

Input – defines mouse and keyboard handling functions