

Bugs

- renderableSystem crash -> read access denied

Features

- Scenes
 - Each scene should have a camera and FBO (size..)
 - Scene save/loader + tabs in the engine
 - Scene instancing inside other scenes
 - Swappable Renderer per scene
 - Render to Fbo
 - Render color
 - Render depth
 - Render physic objects
- Instanced Rendering entity.
 - Transform[] component? + CustomData[] component?
 - Additional system for instanced groups
- Animation
 - CpuAnimationPlayer
 - GpuAnimationPlayer (Baked from CpuAnimationPlayer)
- Physics

Org

Scenes within a render

Each have a Camera / Fbo

2 cameras : same scene

2 cameras : different scenes

1 cam at a time

Camera switching or Scene switching.

- Enter a new area
- Add underwater cam
- Add night vision cam

2 cams on screen

- Mini map cam
- Backview mirror, puddle, etc.
- side-by-side multiplayer couch

- Camera from another room (diff physical scene bundle)

Better org

Different bundles?

Just make a different world and render it as well?

2 cams same world

Make make a Layout to organize the cameras?

or just tell each cam to render at specific coordinates on the screen (viewport)?

Ui

Also need different ui pages

Saves

Scenes as saves and as nodes