Spartan-Editor

# GameObjects

Prefab system but with serialization

Serialization structure

1. ID (for parenting)
2. Name of prefab in the form of a NULL terminated string
3. Relative position, rotation, scale
4. Parent ID (if any otherwise -1)
5. Components

# Components

* Some form of static creation method -> generated with macros?
* Static ID
* Identified in the editor through the h file

# UI Library

Separate library for UI, imgui or QT

# Content Manager

Separate window where all loaded content is listed, allows you to load in content like images spritesheets, physics, etc