Dream Game Engine

1. **Entry Point** - When we launch our engine what happens (ex. main() method)
2. **Application Layer** – deals with application life cycle and events. (ex. resize window, user inputs etc.)
3. **Window Layer –** just a layer on desktop app.
4. **Renderer –** Base rendering API for Engine.
5. **Renderer API abstraction –** we can use multiple renderer APIs. Such as OpenGL, Vulkan etc.
6. **Debugging Support**
7. **Scripting Language Support**
8. **Memory Systems**
9. **Entity Component System (ECS)**
10. **Physics**
11. **File I/O, VFS**
12. **Build Systems**