## **SFML**

## Game Framework

Components of a Framework

## TODO

 $\begin{tabular}{lll} $\boxtimes$ Game Main Loop \\ $\boxtimes$ Game State System \\ $\square$ GUI generator \\ $\square$ Widget \\ $\square$ Rectangle \\ $\square$ Circle \\ $\square$ Asset Manager \\ \end{tabular}$ 

 $\hfill\Box$  Animation Tool