

SFML

TODO

- ☒ Game Main Loop
- ☒ Game State System
- ☒ GUI generator
 - ☒ Widget
 - ☒ Button > For now
- ☒ Widget Stacker
- ☐ FPS
- ☐ State manager (push/pop states on request)
- ☐ Asset Manager
- ☐ Animation Tool