Renderer requirements

What is needed:

* Display 2D elements (tiles, sprites), with or without scale and rotation
* 2D (bitmap) font management
* Sprite sheet management
* Effects – blur, light trail, bloom
* Effects – lightning, sparkling particles
* Render to texture (for effects)
* Variable width lines (possibly using polygons)
* Lines with antialiasing (possibly using shaders)
* Postprocessing, fragment shaders (for effects)
* Lightning – lines (variable width) or sprites (variable size) for each segment