Main()

{

System.Init(); - inits all of SDL and time

System.GameLoop();

}

Game:

Draw();

Bool Update(); -- will return false if the game needs to be stopped

System:

Game game;

Void GameLoop()

{

While(game.Update())

game.Draw(renderer);

}

}

SDL:

Public enum AssetType{ PNG, WAV, BMP…}

Static InitSDL();

Static InitSounds();

Static initRenderer(); ?

Static LoadAsset(assetType, path);