Project Anemone To-Do:

Add Window class members to set full screen or full screen window modes

Create a Layer system to help organize code in the states

Clean up and implement font rendering into the library

Implement Klang audio in the library

Possibly add the ECS back

Improve BufferObjects to allow for easier rendering

Improve ShaderBuilders to allow for easier and quicker shader creation

Layers:

Allow the user to add layers to the state that they’re in.

Layers are stored in an unordered array with a given integer id.

Layers should be optional and flexible.