Future work on CodeEngine

This document list some of the future improvements/changes that can be made to the engine

- Add a full-fledged GUI editor to the engine. As it is not there is no GUI editor for the engine. All changes to the demo scene has to made through config files. Having a GUI editor would make it possible to alter game object properties easily.

- Add asynchronous loading of resources through the resource manager.

- Add a scene manager to the engine to manage multiple scenes which can be swapped in and out.

- Add serialization so that a save state can be maintained

- Add networking capabilities to the engine. In the current industry networking is a key component and this feature is a must in any game engine.

- Having a proper physics engine is also an absolute necessity. I would maybe add support for some third party physics engines so that all objects interact with each other as they should

- Have an AI system in the engine so as to support navigation meshes and path finding.