Startup Sequence

wWinMain() -> ClayEngineEntryPoint()

* This class should load the JSON clayengine.json file to read process configuration

ForEach(startup) -> ClientEntryPoint(hInstance, nCmdShow)

* This class will create a client thread using the ClientEntryPointFunctor which will determine the thread affinity for all threads associated with each client
* ClientEntryPoint will load the client configuration file, which defines default resolution, window name, and window class name, etc.
* Basic Application State Management System to load and unload various components
* WindowSystem, InputSystem, RenderSystem, NetworkSystem, etc.

ForEach(startup) -> ServerEntryPoint(hInstance, className)

* This class will create a GUI server thread using the ServerEntryPointFunctor which will determine the thread affinity for all threads associated with the Singleton server

ForEach(startup) -> HeadlessEntryPoint(lpCmdLine)

* This class will spawn a debugging console for log output and will wait for std::cin capture from the console to feed commands to the message system, but does not have any other output