

Actor - Make Actor Abstract

↳ Player Actor

Eventually:
"Default"

↳ Asteroid Actor

tick() - handle movement, input, etc.

Renderer - * Colors applied to
Surface

↳ RGBA - Alpha

* Textures to Surfaces

* Apply rotation to models

Audio -

* Add support for "Audio Groups"

Some clever

API

↳ Multiple sound for
same sound type

* Add support for playing
same sound.

↳ Multiple copies of
the same sound

Actor

↳ Position

↳ Rotation

↳ Model*

↳ Vector (Surfaces)

↳ 3x Vector3f

↳ 3 flats