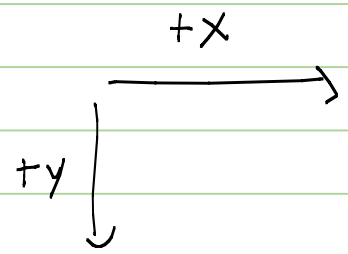
Note Title 6/17/2009

Actor:

World: vector<Actors>, Singleton

(0,0) Top left (x, y)



Actor: vector<shape>, "abstract"
position in world

Interactable Actor:

- Inherited from Actor
- x, y, z (velocity) • yaw, pitch, roll (velocity)

Shape: Not abstract? For now

- vector<Quad>

Audio: vector<string>, singleton

- Add map from string to Snd object

Input: singleton

Does nothing, returns results

Physics: needs:

* vectorf class
  - vector math:
    add, subtract, dot product,
    cross product,
    linear interpolation,
    logarithmic/exponential, translation
    with given acceleration

log: set of enums for systems
set of enums for STDOUT, STDERR, FILE

```
#include <assert.h>
assert( condition );
assert( false );
```

```
int retValue = SDL_Mixer::init();
~~assert( someFunction() );~~
assert( retValue == 0 );
assert( retValue == 0 && "SDL returns 0 on..." )
assert( cond && "SDL Mixer Failed to Init" );
```