* Using Lua
  + The engine uses Lua as its scripting language, since Python seems much harder to integrate.
  + Wrapper is LuaBridge.
  + Currently custom allocation is *not* used. Lua requires a specialized alloc function, see [http://www.lua.org/manual/5.1/manual.html#lua\_Alloc](http://www.lua.org/manual/5.1/manual.html" \l "lua_Alloc)
* Scripting format - required functions? If they're missing, do nothing
  + Init()
  + Update(GameTime time)
    - ...Maybe make that an event?
* Engine functions to expose. How do we do that?
  + Via LuaBridge now; check its documentation.