Notes XVGDL

# Main challenges:

1. How to define everything in a generic way
2. How to express rules in a way that no need concrete implementations for every rule
3. Objects:
   1. Add object definition? or Add a list of all objects?
4. How to define renderers: XVDGL will allow to configure a GameRenderer, which will be in charge of render every component of the game. So, in the main configuration, just the game renderer implementation is needed. A configuration file will be referenced with all details about rendering (Master class, and every renderer associated to every object defined in the game). So this second-level XML will reference objects in xvgdl xml main file.
5. Enumerate the type of objects in a general way valid for every game