1. Input
   1. Relegate to buffer
      1. Abstract inputs
         1. Directional Motion (U,D, L,R)
         2. Buttons (BUTTON1->BUTTON8)
      2. Ring array
2. Physics
   1. Apply different physics to different objects
      1. Character physics
      2. Platform physics
   2. Collider interface
      1. Intersections between colliders are checked each frame
      2. Different kinds of colliders
         1. Sensor Collider : Has horizontal and vertical sensors that detect collisions
            1. Used for player to detect uneven surfaces
         2. Mask Collider: has an array of values that correspond to heights
            1. Used for terrain
      3. Different colliders can be checked in different ways
         1. Active Colliders: constantly check for collisions
         2. Passive Colliders: never check for collisions
3. Abilities