Frame Work Management :-

graphicsHelper :   
vertexAttribute : the information of each vertex contains  
vertexdata : helper class used by vertexAtt

graphicsManager : abstract class has the all functions that deal with the framework  
opengl : declaration for these functions  
window : has information about the window used in declaration of opengl

gamePlayCaller : class used by the user to insert his code files

gamePlayManager : create the gameparts (the code files) , then calls the functions of the current part

partOfgamePlay : abstract function user inherit it to write his code

Behavior: update , draw , ivbo draw   
each object should have list of behaviors and just execute its behaviors

IGameModule : (game object) abstract class any thing in the game should inherit it

Stb\_image downloaded

InputExecution : user inherits it to write its input commands and their corresponding action

MoveList : used to make standards input mapped to userinputs whatever the used device (1 to 1)  
ActionList : map the action to a corresponding input from moveList (1 to m : 1 action has combination of input |= )

SceneManagement  
Scene : datastructure for the object in the scene   
SceneGraph : Function determine weather to draw this scene or not   
(don’t have a complete information how to use these)

GeometryIVBO : index vertex buffer most shapes drawn by this way

renderManager : should has the control of the global components (camera , Light ,ViewProjectionMatrix (u can include it in the camera)) and saves the shaders

Vertex : information of the vertex is ordered in this way   
 // 0 position

// 1 color

// 2 normal

// 3 texture

Resource : should contain all resources and access it to get any of them ( shader , texture , mesh(maybe) )

BasicShader : is the currently used shader (for test)  
"TransofrmationShader.vs" , "LightFragShader.frag" are used

UIManagement : simple UI made for sharaf w t2rebn m3mlsh beha 7ga :D

GameController : The core Class of the project manages everything contatins all managers and controls the workflow of the entire project

GameObject : the only problem is the ambiguity (difference) between gameobject and gamecompnent

\_game1 : where I write my code