

Game

gameStarted : boolean
gameEnded : boolean
defeat : boolean
victory : boolean
score : int
gravity : double ou
(double,double,double)

Counter

value : double
unite : String

Time

value : double
unit : String

Camera

position (double, double, double)
orientation (double, double, double)
isFix : boolean
fov : double
type : String
active : boolean

Media

volume : int
//once : boolean (loop)