Fools Engine

1. Entry Point
   1. Controlled by an engine
2. Main Layer
   1. application lifecycle
   2. main run loop
   3. events handling
   4. evoking systems
3. Window Layer
   1. Events
   2. Input
   3. States
4. Renderer
   1. 2D
   2. 3D
5. Render API abstractions
6. Debugging suport
   1. Logging system
   2. Profiler
7. Scripting language
8. Memory menagement system
9. Entity-component system
10. Phisics
11. File I/O, Virtual File System
12. Build system
    1. Custom format
    2. Hot swapping assets