Fools Engine

* Entry Point
  + Controlled by an engine
* Main Layer
  + application lifecycle
  + main run loop
  + events handling
  + evoking systems
* Window Layer
  + Events
  + Input
  + States
* Renderer
  + 2D
  + 3D
* Render API abstractions
* Debugging suport
  + **Logging system**
  + Profiler
* Scripting language
* Memory menagement system
* Entity-component system
* Phisics
* File I/O, Virtual File System
* Build system
  + Custom format
  + Hot swapping assets
* Systems initialization system