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
  + **Main Flow**
  + Rendering queue
  + 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
* Scene
  + Prefabs
* Editor