\*\* Rayo adventures \*\*

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Planning :

Remember :

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***-*** Make **constexpr** all const variables they can to be determined at compile time.

- Make ***thread safe***

- all *const member functions for classes that allows mutable member variables.* (item 16 meyers)

- **Singleton** class

- Define member **swap** method for each movable and copyable class, and *overload* it with global one.

- Make **inline** functions that have to be so.

- With another compiler: test inheritance from uncopyable class

- Determine which *components* of the ***game engine*** are the ***graphics engine***, ***physics engine***, ***network engine*** ... etc.

\*\* SimpleCLogger \*\*

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- Implement also a C Interface

- Make source code portable for Unix-platforms

- Make it multi-threaded, thread-safe, fine-grained