1. Model
   1. Methods
      1. Update
      2. Custom methods
         1. Public methods ideally accessed safely by Controller
   2. Threading
      1. Exclusively used on render thread
   3. Scope
      1. Ideally exclusively accessed by the client in the Controller in thread-safe manner
         1. Model creation by client vs. reflection
2. View
   1. Methods
      1. Initialize
      2. OnViewSizeChange
      3. Render
      4. Custom methods
         1. All custom methods should be declared protected or private
   2. Threading
      1. Exclusively used on render thread
   3. Scope
      1. Ideally completely hidden from client
         1. View creation by client vs. reflection
3. Controller
   1. Features
      1. Should be able to listen to input event and respond on the render thread
         1. Adapt and transfer events across thread
   2. Fields
      1. Model
   3. Methods
      1. ?
4. GameView
   1. Features
      1. Handle input events
   2. Fields
      1. ?
   3. Methods
      1. ?
   4. Threading
      1. Implicitly manages render thread
      2. Listens to various input events on UI thread
   5. Scope
      1. Provide little to no interaction directly with client
   6. Options
      1. FpsStrategy
      2. GlVersion
      3. Transparent background
      4. Pixel format?
      5. Gl Config?