Game Engine To Do:

* ~~Terrain Implementation~~
  + Create Environment Class which all environment classes are derived from
    - The idea is that each level is defined by a class similar to how UI game screens are defined by a class
  + Implement Level Manager
    - Loads Environment Objects
    - Loads In-Game Objects
    - Clear level
* Game Systems
  + Implement Modules – Similar to the Service class but modules can be used to attach systems to game object classes.
    - Examples:
      * Attributes
      * Inventory System
      * AI System
      * Animation System
* Load Level & Player Data from Online Database
* Implement Level Editor
  + Drag & Drop Functionality
  + Load Level
  + Save Level