vec3

-start
-end

Game

- lastTime
- nb_frames
- SCR_WIDTH
- SCR_HEIGHT
- lastX
- lastY
- firstMouse
- deltaTime
- lastFrame
- x
and 12 more...

+ Game()
+ ~Game()
+ Initialize()
+ create_openGL_window()
+ Run()
+ framebuffer_size_callback()
+ processInput()
+ scroll_callback()
+ mouse_callback()
+ error_callback()
+ key_callback()