There are couple of classes that I call big parents. For now they are not really very much effective as the name suggests.

Right now, the most effective one is Moveable class that will be inherited by every object which have dynamic movement. It makes command interface for the movements. Either the child class is having movements physically or not, it does not matter! Caller only needs to now it is Moveable…

Runners are the contains classes that packs the world up and creates it and a console class that used in the game to give commands.

GObject class is a super parent that includes all the necessary proprieties every graphics object will need, such as lightening information or shader programs that graphic object will use when shadow mapping must be done (only depth calculation program).