

Game Logic

Facade

Math

Sound

Scripting

GUI
framework

Utils

Graphics

Entities
&
Actors

I/O

Structures

Physics

AI

Event
framework

Scene Management

Network

Resource
Management

Game Logic
Game Entities: Special Behavior

Public Bindings

Vectors
Matrices
Quaternions

Music
Sound Effects

Script Bindings
Script Execution

GUI Widgets
Basic GUI

Anything
...

Renderer
State Manager
Primitives Drawing

Entities:
Basic Behavior
Animation
Rendering Calls
...

Basic I/O
Actor Actions

Trees
Lists & Processors
...

Collision Detection
Collision Response
Physical Movement

Pathfinding
Actor Actions

Events
Listener
Dispatcher

Transform Tree
Location/Search Tree
Activity Lists

Actor Actions
Session Management
World State

Resource Loader
Resource Manager