This week I have investigated some sample fps designs. I have taken some main design decisions on these topics.

Modules
- Render
- Character Controller
- Sound Manager
- Menu (GUI)
- I/O (event) Handler
- Game State
- Camera Engine
- Game Data
- (*) Physics Engine

Class Types
- Non-permeable (for collision detection)
- Moveable
- Pickable

Classes
- Character Class
- Weapon Class
- Map Class
- Object Class