From the code it seems that Blitz is not checking for other issues which could cause problems
when compiled in the same object file, such as:
- global variables with file visibility (static)
- global functions with file visibility (static)
- classes with identical names defined in two different cpp files

Another possible issue could be that when you "blitz" together different cpp files, you are
"infecting" every cpp file with the headers included in other files. These headers may contain
some macro definitions which break other cpp files or headers.

So it seems that the prerequisite of blitz is that the code satisfies some stylistic requirements,
which are not enforced by the compiler.