

Spike: 4**Title:** None Blocking Game Loop**Author:** Steven Efthimiadis, 1627406**Goals / deliverables:**

The goal is to create a game loop that continuously runs while waiting for a trigger to activate it. Use the Gridworld game made in Spike 1 to build on.

To create this spike, you require:

- Spike 1
- Thread that take input
- Thread that operates the output and rendering

Technologies, Tools, and Resources used:

List of information needed by someone trying to reproduce this work

- Visual Studio 2015
- Multithreading
 - <https://solarianprogrammer.com/2011/12/16/cpp-11-thread-tutorial/>

Tasks undertaken:

- Copy Spike 1 into a new project
- Separate the input into one thread
- Separate the output and rendering into another thread

What we found out:

- By separating the input and rendering into 2 threads we stop the blocking game loop by the threads waiting to be activated and when it's complete it will delete the thread.