**Spike:**  *4*

**Title:** None Blocking Game Loop

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**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.