Game.cpp

[Main page](file:///C:\Users\CinKM4D\source\repos\BPUS\Documentation\Main.docx)

# Description

The most important stuff connected to the game logic is managed here, in class BPUS\_Game. For now, variables are defined outside the class. There is a lot of commented out code from multiplayer, but it isn’t important right now.

# Functions



The constructor is called from [win32\_platform.cpp](../Platform%20specific/win32_platform.docx) when the game starts, initializations from objects at the beginning should happen here.



This function gets called every frame. Parameters should be passed to other functions that need it. This functions should contain at least Obj\_M::objects\_update(input, float dt); and render(); so the game functions.