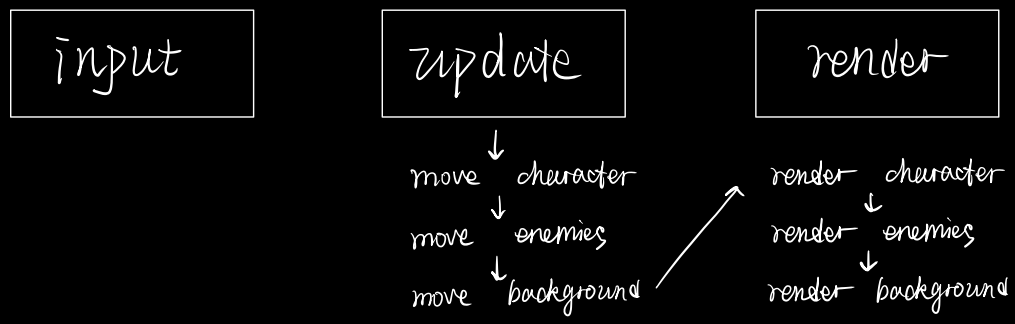
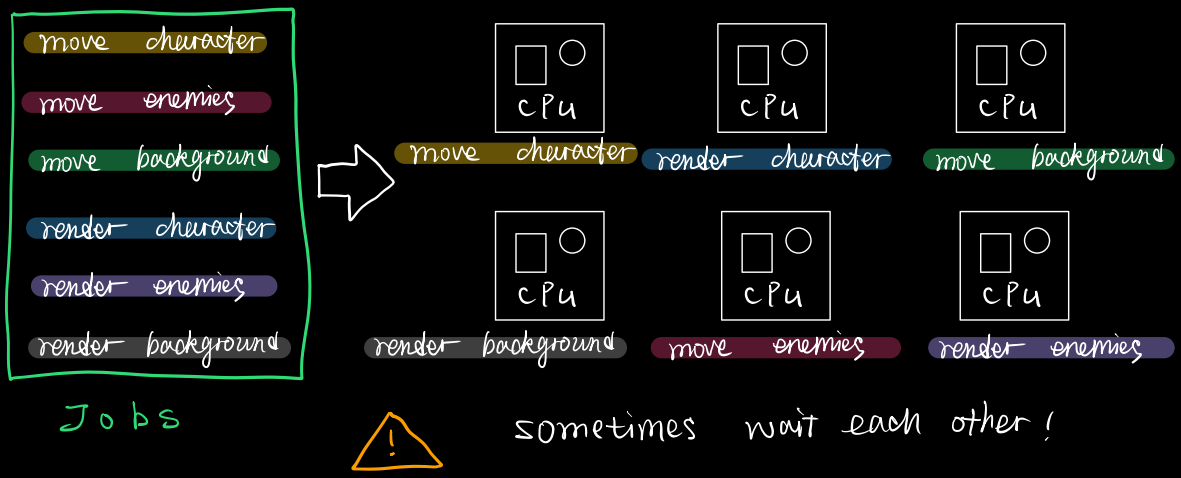
Sigle-core processing

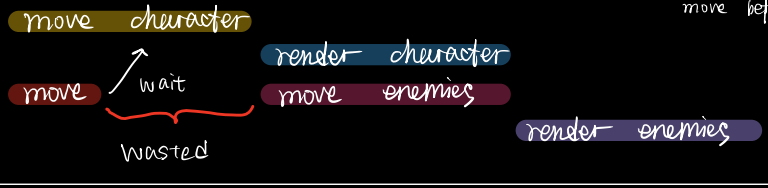


multi-thread JOB system



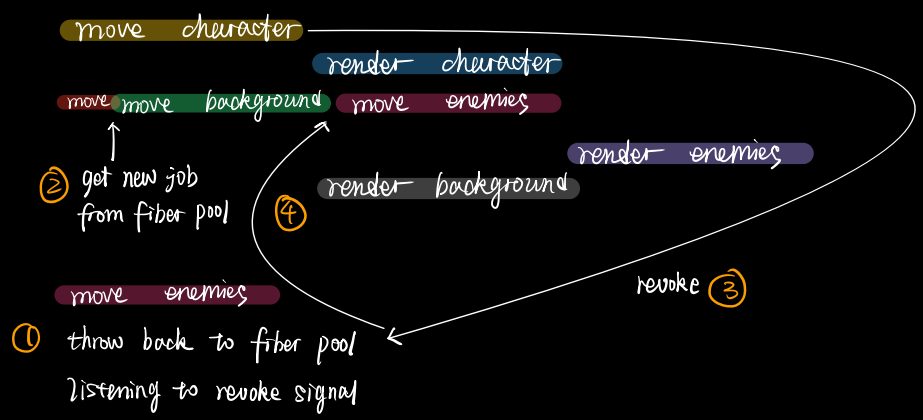
sometimes wait each other !

⚠ assume enemy wait for player move before making next decision



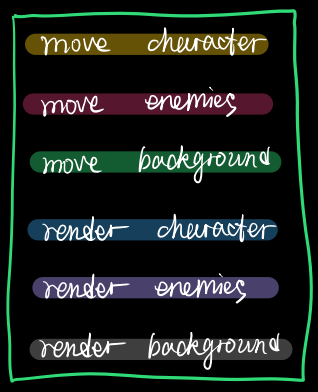
Fiber System

can be fastly substituted and revoked

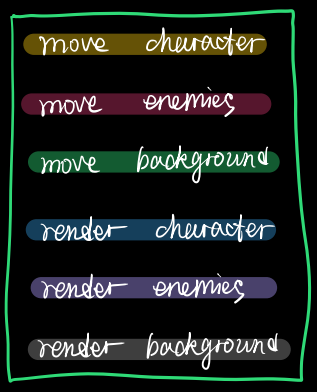


Frame - centric design

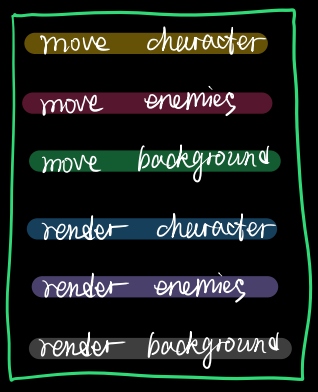
FRAME IS DATA, NOT TIME!



FRAME 1 Data



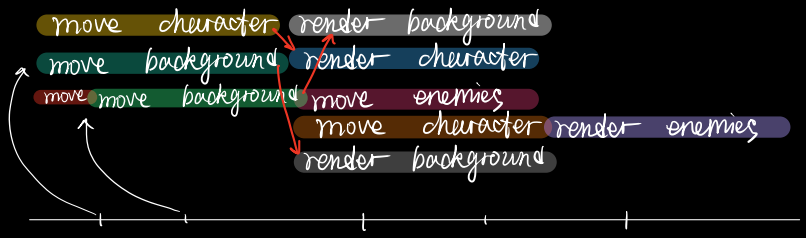
FRAME 2 Data



FRAME 3 Data

When frame 1's action finished, free up space according to its tag and assign frame 2 job

△ Tag allow us to free up ALL update jobs at once



INPUT

on independent time-line

Not sure if I understood it correctly

Pls correct me if not :