**Main loop:**

Load audio, video, and text files.

Detect system hardware, and set graphics settings based on them.

Load/check input if controllers present.

Detect audio peripherals and set output.

Allocate memory.

Allocate cache and flow for CPU.

Allocate buffers for CPU, GPU, and Audio.

Create window.

Draw/render graphics on screen.

Launch audio listener.

Launch input listener.

Launch video interface.

Enable necessary sound.

Set graphic settings.

Connect to server if multiplayer game.

Load menu UI and sound.

**Update:**

Check player input

Check connection/send packets

Update AI

Update terrain data

Update texture data

Load textures/models as they come by