Document A

Game::update(deltaTime)

{.

takeInput();

Vector<Actor> actorsInScreen

Foreach(Actor a in vector<Actor> within the viewport)

{

a.Move(deltaTime)

actorsinScreen.push(a);

}

Foreach(Actor b in vector<Actor> within the viewport that moved)  
 {

Foreach(Actor a in vector<Actor> within the viewport that moved)

{

If(b.inBounds(a) && !b.equals(a))

{

a.collide(b);

b.collide(a);

}

}

Draw(a);

}

}