Document A

Game::update(deltaTime)

{.

takeInput(); //Take all keyboard inputs

Vector<Actor> actorsInScreen

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

{

a.Move(deltaTime) //Call the move method of each actor

actorsinScreen.push(a); // Add actor to the vector containing all actors present in the screen

}

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

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

{

// for each actor in the screen, check if any of them collided with each other

If(b.inBounds(a) && !b.equals(a)) //only check if the actors aren’t the same actor

{

a.collide(b);

b.collide(a);

}

}

Draw(a); //Draw the actor onto the screen

}

Draw(background)

}