



## "Game Technology" Winter Semester 2014/2015

## Example Problems for Lecture 2 "Timing & Basic Game Mechanics"

Cooperative vs Preemptive Multithreading
Virtual Frame Time
Procedural vs Iterative Animations
Game Loop

## 2. Example Problems

**Basic Collision Handling** 

1. Important Topics

a) Name the basic steps in a game loop.

b) List and explain the most common problems in collision handling.