\*Functions:

- GameController::handleKeyPress() (Key presses)

- GameController::InitializeKeyPresses() (Key Presses)

* Set enum members (KEY\_PRESS\_PLAYER\_1) to a default value
* Change value when settings changed in MENU
* Switch case: Case KEY\_PRESS\_PLAYER\_1,…)

- GameController::SetKeyPresses() (Key Presses)

* Load every keyboard event

- Tank::ShootProjectile(Projectile projectile)

# Blitting

-TextureManager::DrawToBackBuffer() (Getting an Image on the Screen)

=> May be required when multiple things on the screen change at once

# Viewport

-For when you only want to render certain parts of the screen, like minimaps