Game Flow

# Initialization

1. Initialize graphics engine
2. Enter initial room
3. Raise game start
4. Run game engine

# Update cycle

1. Call BeginStep on all instances
2. Update Alarm objects
3. Handle I/O
   1. Keyboard
   2. Key press
   3. Key release
   4. Mouse
4. Call Step on all instances (in particular, MovingObjects will update their positions)
5. Detect collisions
   1. *More detail…?*
6. Call EndStep on all instances
7. Redraw (not contained in Game.Loop)
   1. Draw game to the primary surface
   2. Clear back buffer and draw background
   3. For each view, draw it to the back buffer
   4. Draw foreground
   5. Switch buffers
8. Wait for previous frame to finish
9. Switch buffers