

Spike: 4**Title:** Non-Blocking Game Loop**Author:** Michael Williams, 7668481**Goals / deliverables:**

- Code
 - DataResources.h
 - IOProcessor.h
 - IOProcessor.cpp
 - MoveHandler.h
 - MoveHandler.cpp
 - Source.cpp

Technologies, Tools, and Resources used:

- Visual Studio 2015 IDE
- www.cplusplus.com

Tasks undertaken:

- Investigate different methods of creating non-blocking loops.
- Decide on which method to implement.
- Implement a multi-thread design for the initial design from spike 1.

What we found out:

We found out how to convert a simple game loop which blocks to wait for input, into a more complex game loop where there is no blocking. This means that the program/game can continue updating whilst waiting for input.

We chose to use a multi-thread implementation as this is something that we are familiar with in other languages making this an easy transition.