**Spike:** 4

**Title:** Non-Blocking Game Loop

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**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.