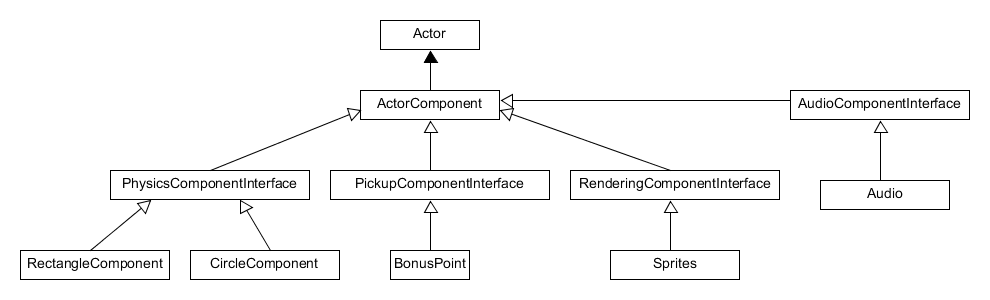
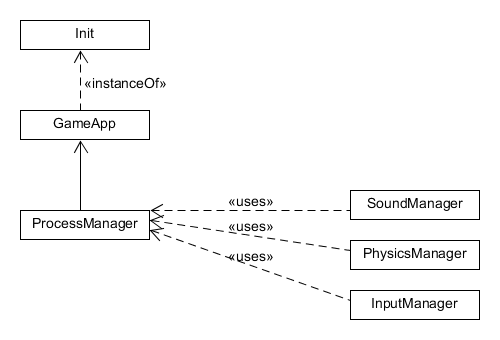
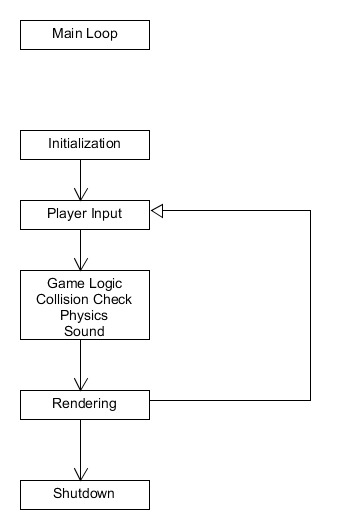
Component Architecture



Engine Class



Main Loop



The game loop is formed in simple loop style. Every tick, everything is updated.