

proj_main_loop



```
graph LR; A[proj_main_loop] --> B[interrupt_handler]; B --> C[renderGameObjects];
```

A flowchart illustrating a sequence of three components. The first component, 'proj_main_loop', is in a white box. A blue arrow points from it to the second component, 'interrupt_handler', which is also in a white box. Another blue arrow points from 'interrupt_handler' to the third component, 'renderGameObjects', which is in a gray box. The boxes are arranged horizontally and connected by arrows pointing from left to right.

interrupt_handler

renderGameObjects