

Game loop

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1. Spawn sprites
 2. Render sprites
 3. Synchronize fps
 4. Show frame
 5. Check death
 6. Read keyboard and joystick
 7. Process Portal's FSM
 8. Process Main Char's FSMs
 9. Process Sprite's FSMs
 10. Process Breath Areas' FSMs
 11. Update Timers
 12. Update Scoreboard
 13. Update Game Loop Counter
 14. GOTO 1
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- Provides flicker-free rendering
- Manages screen entities

fps = frames per second: 50, 50/2, 50/3, 50/4, etc,
FSM = Finite State Machine