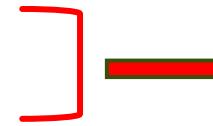


Game loop

Game loop

1. Spawn sprites
2. Render sprites
3. Synchronize fps
4. Show frame



Provides flicker-free rendering

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



Manages screen entities

fps = frames per second: 50, 50/2, 50/3, 50/4, etc,

FSM = Finite State Machine