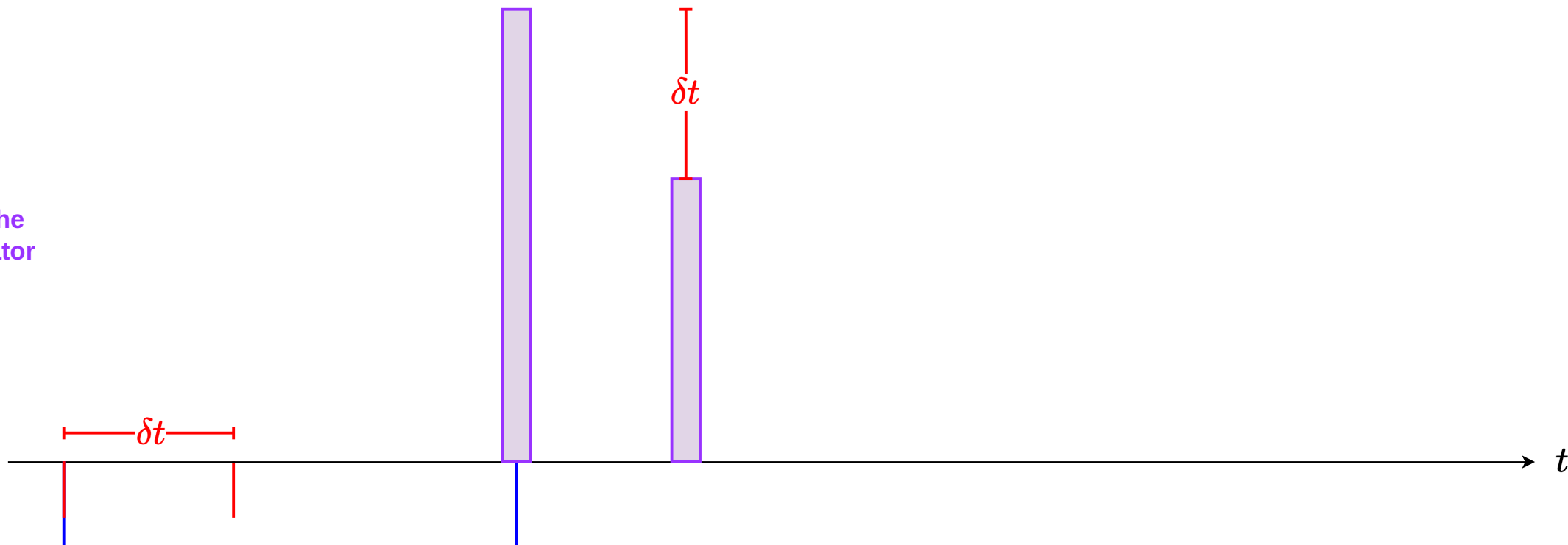


Time in the  
Accumulator



↑  
Current  
Game State

↑  
Current Time

update  
TimeStep()

draw()

Physics  
Engine

Renderer