

proj\_main\_loop

```
graph LR; A[proj_main_loop] --> B[game_loop]; B --> C[update_character];
```

A flowchart illustrating the sequence of game loop components. It consists of three rectangular boxes arranged horizontally. The first box, labeled 'proj\_main\_loop', is white with a black border. A blue arrow points from its right side to the second box, labeled 'game\_loop', which is also white with a black border. Another blue arrow points from the right side of the 'game\_loop' box to the third box, labeled 'update\_character', which is gray with a black border.

game\_loop

update\_character