

problem 1

1. That allows us to draw all the elements that we want to display on the screen on the side and then show the updated version at once rather than drawing it as we display it which could look very bad.
2. The reason that we lock the FPS on the game is to control the computational speed of the game as it gets played on different devices. Some machines are more powerful than others and which can cause different effects for timing of logic within the game. Images get rendered at different speeds.