

Update()

Physics Simulation Update:

- // Physics Simulation
 - `world.Step((float)gameTime.ElapsedGameTime.TotalSeconds, 5, 8);`
- // Input update
 - `checkInput();`
- // For every physics object -> push data(x,y,rot) to the gameObject
 - `PhysicsMan.Instance().Update();`
- // For every game object -> push data(x,y,rot) to the spriteObject
 - `GameObjManager.Instance().Update(world);`
- // Update score
 - `ScoreManager.Instance().Update();`
- // Update timer events (animations)
 - `Timer.Process(gameTime);`