

# Main

(150+ lines)

- update()
- draw()
  - logic
- rendering

All in one!

09-00: Monolithic

**Main**  
(3 lines)

**GameEngine**  
+ start()  
- update()  
- draw()

**GameLogic**  
+ updateNPC()  
+ updateCoins()  
+ checkCollisions()

**09-01: Game Loop**  
Separated concerns!

**Main**

```
manager = new
```

**GameEngine**

```
+ GameEngine(mgr)
```

**09-02: Without Singleton**

Object drilling + Bug!

**GameLogic**

```
+ GameLogic(mgr)
```

**HUD**

```
- mgr = new  
(BUG!)
```

