

proj\_main\_loop



```
graph LR; A[proj_main_loop] --> B[game_state_handler]; B --> C[vg_flip_buffers];
```

A flowchart illustrating a sequence of three components. The first component, 'proj\_main\_loop', is a white rectangle with a black border. A blue arrow points from its right side to the second component, 'game\_state\_handler', which is also a white rectangle with a black border. Another blue arrow points from the right side of 'game\_state\_handler' to the third component, 'vg\_flip\_buffers', which is a gray rectangle with a black border. The components are arranged horizontally from left to right.

game\_state\_handler

vg\_flip\_buffers