

proj_main_loop



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

A diagram showing a horizontal flow from left to right. On the left is a white rectangular box with a black border containing the text 'proj_main_loop'. A blue arrow points from the right side of this box to the left side of a gray rectangular box with a black border on the right, containing the text 'game_state_handler'.

game_state_handler