

proj_main_loop



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

A flowchart with three rectangular boxes arranged horizontally. The first box on the left is white with a black border and contains the text 'proj_main_loop'. A blue arrow points from the right side of this box to the left side of the second box. The second box is also white with a black border and contains the text 'game_state_handler'. Another blue arrow points from the right side of the second box to the left side of the third box. The third box is gray with a black border and contains the text 'get_pause_menu'.

game_state_handler

get_pause_menu