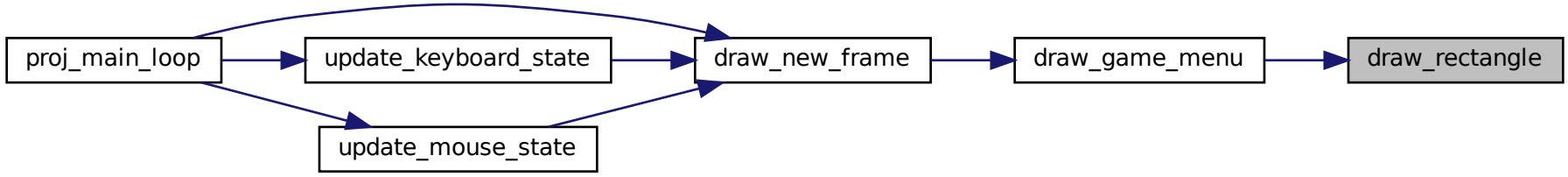
proj_main_loop
update_keyboard_state
update_mouse_state
draw_new_frame
draw_game_menu
draw_rectangle