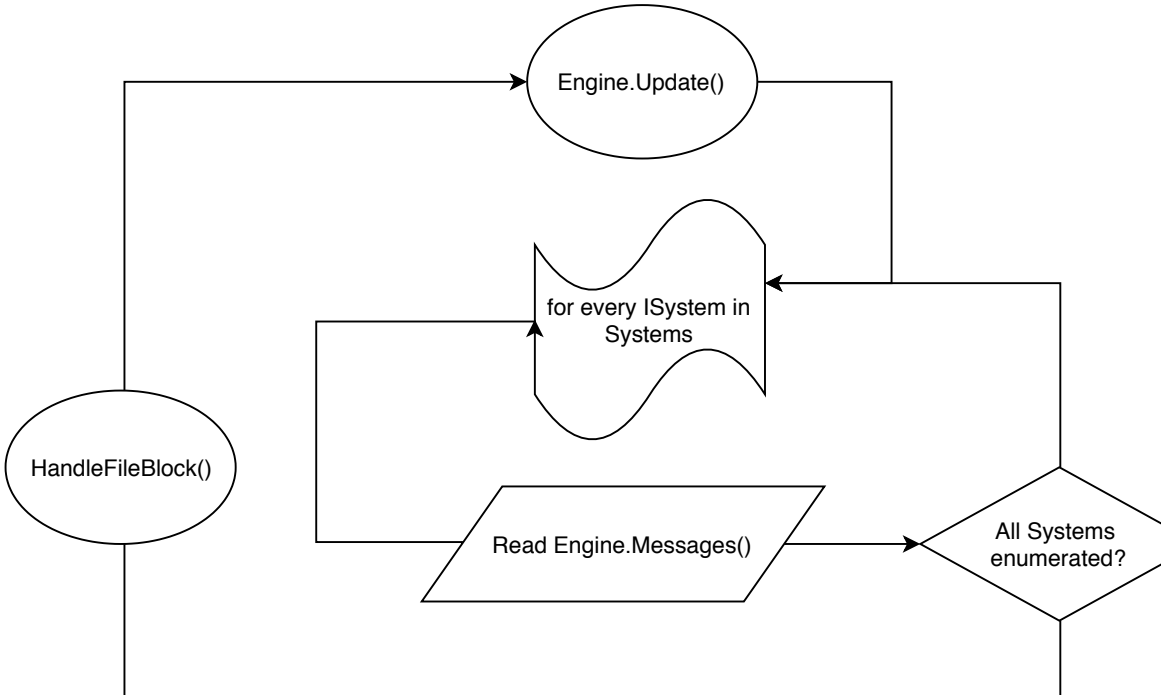
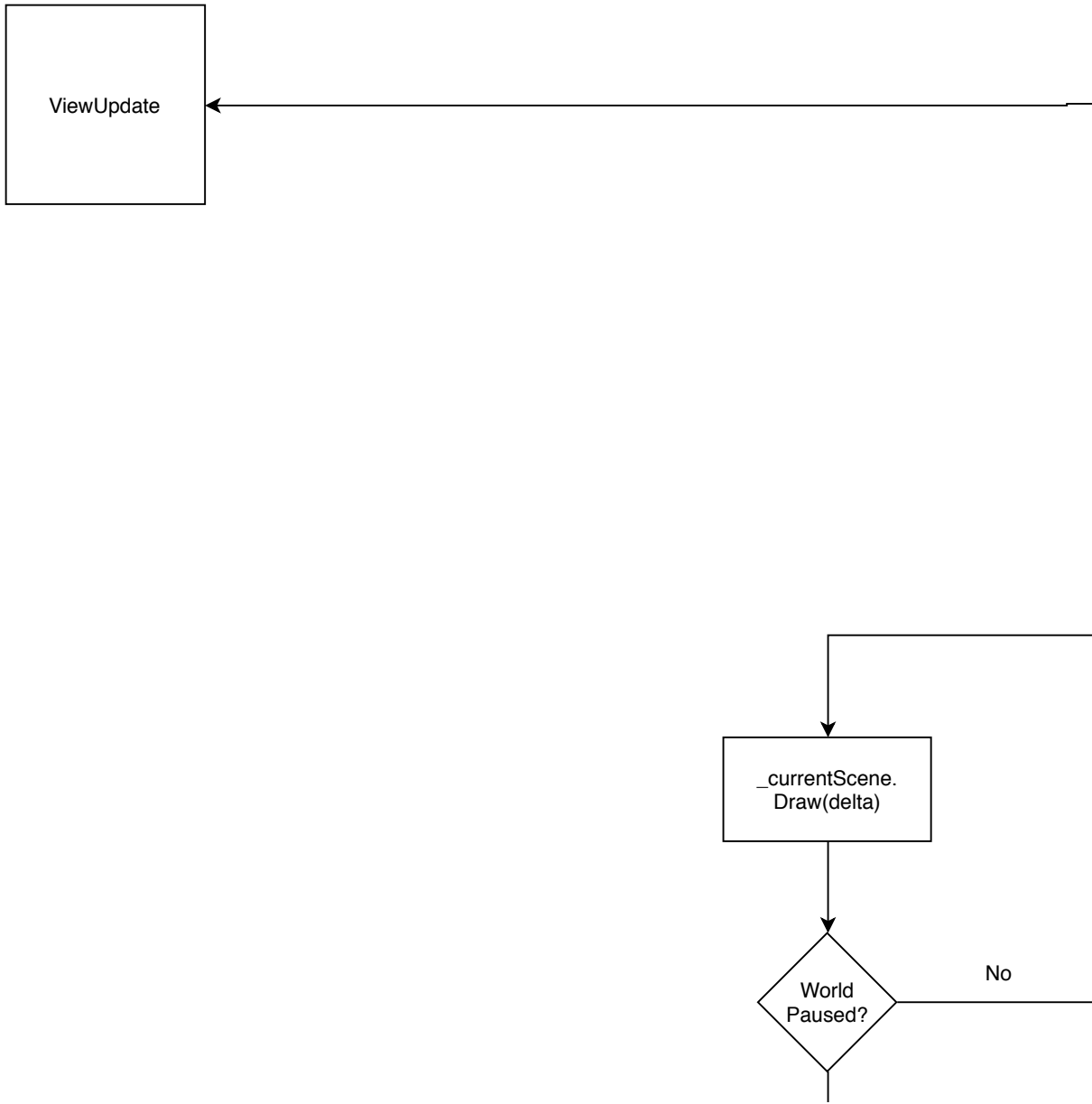
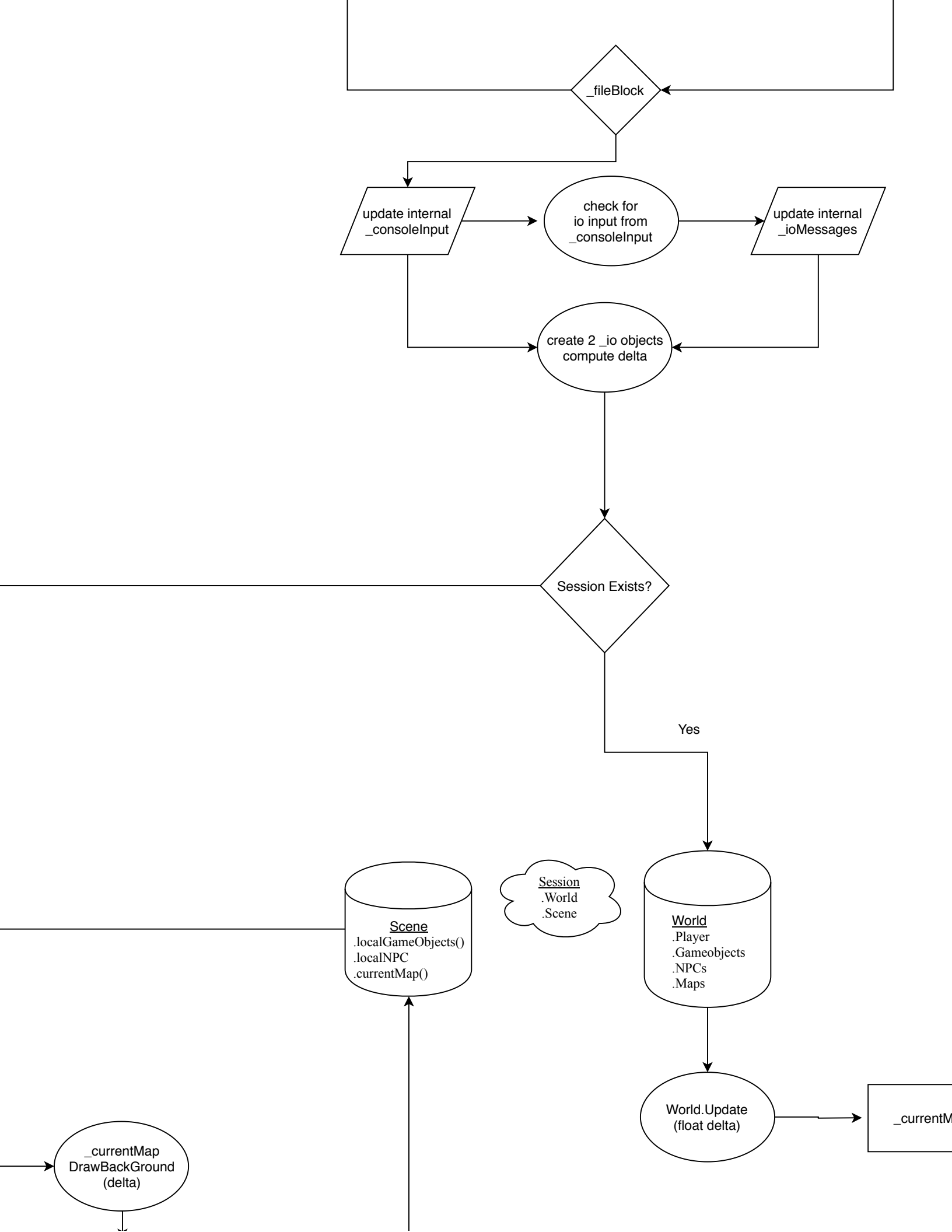
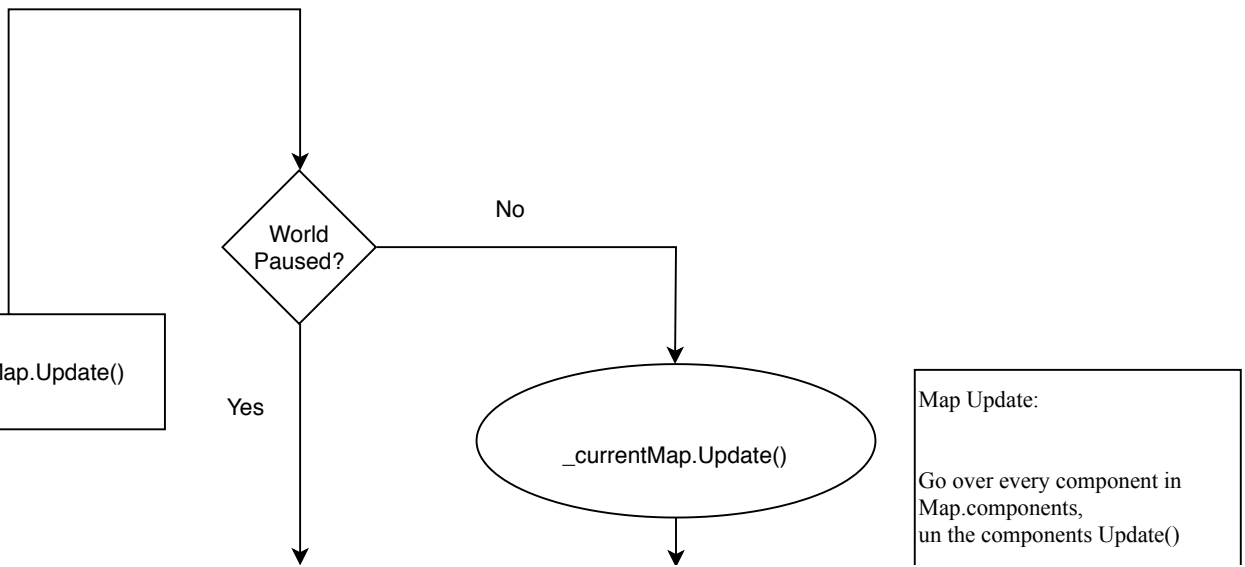
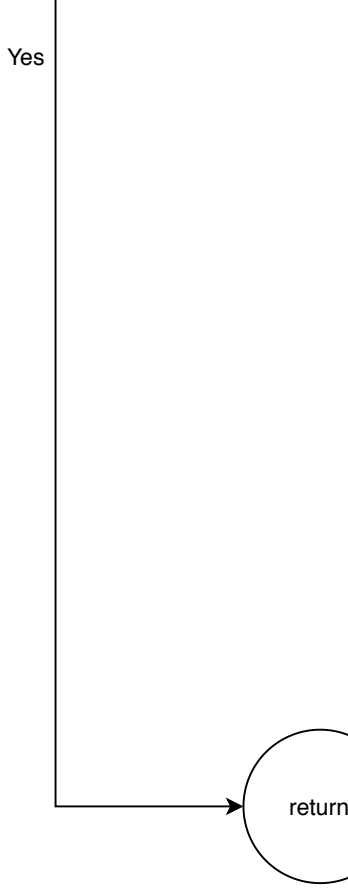
FileBlock prevents updates from occuring while a file is being saved or loaded into memory

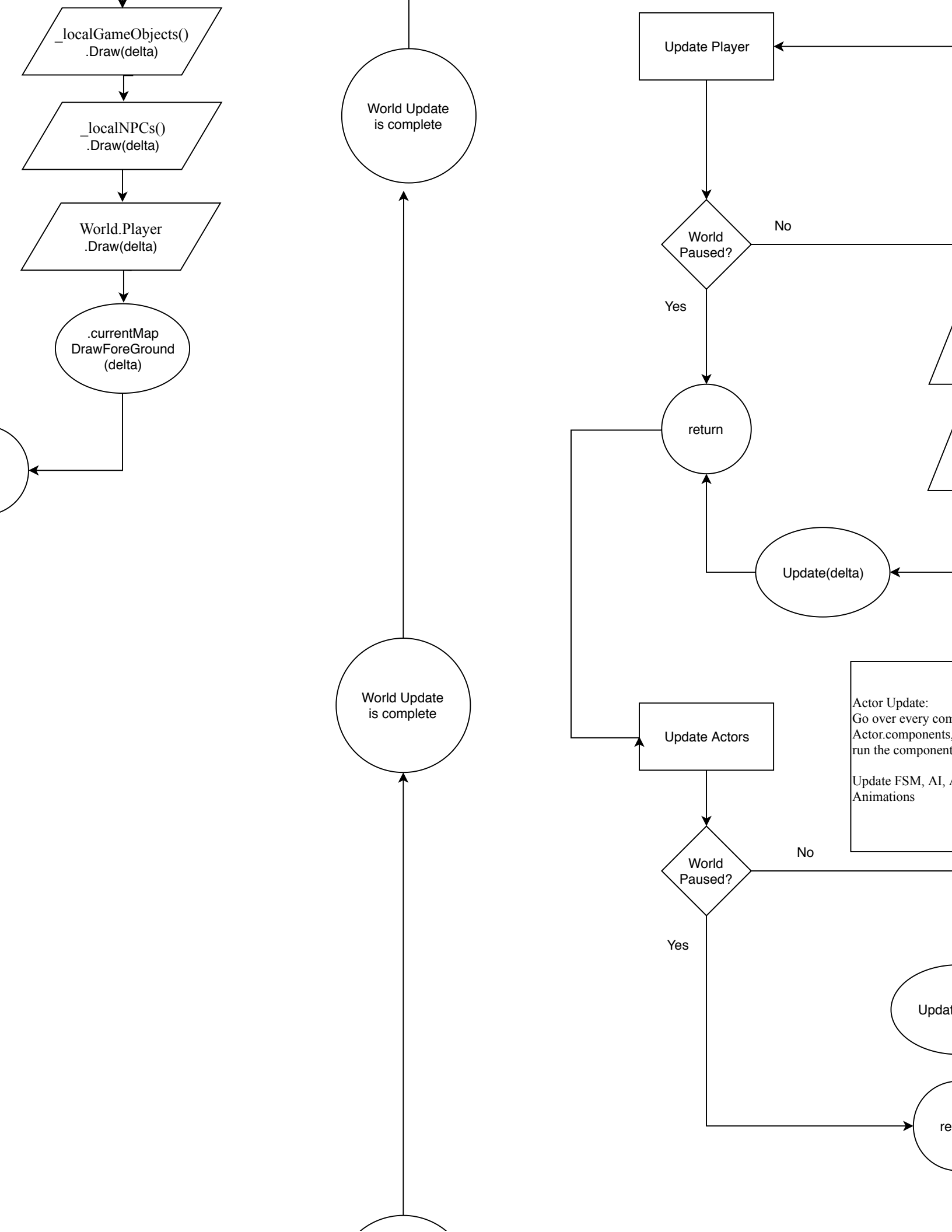


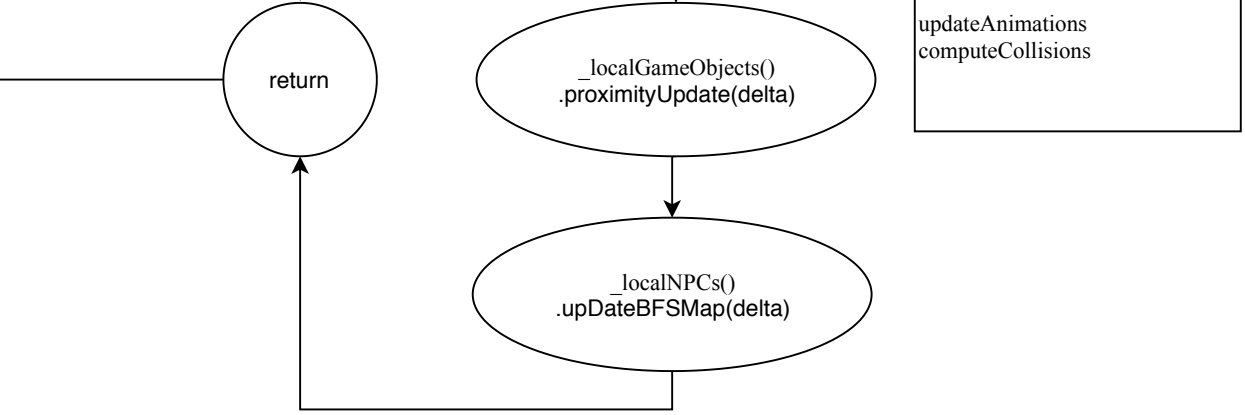

ViewUpdate
_currentScene.
Draw(delta)
World
Paused?
No

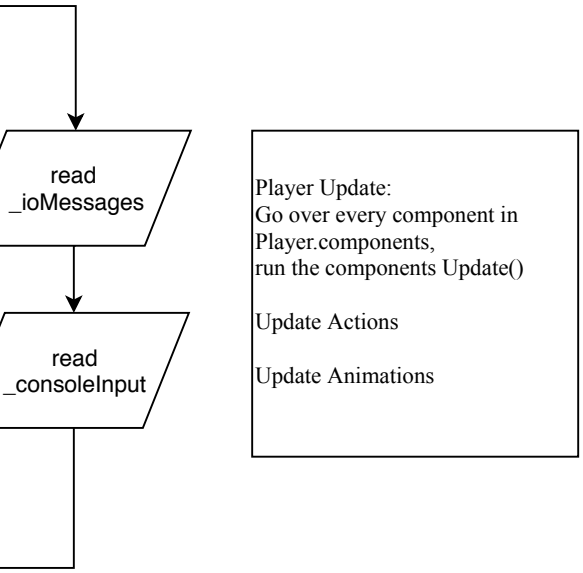

_fileBlock
update internal
_consoleInput
check for
io input from
_consoleInput
update internal
_ioMessages
create 2 _io objects
compute delta
Session Exists?
Yes
Scene
.localGameObjects()
.localNPC
.currentMap()
Session
.World
.Scene
World
.Player
.Gameobjects
.NPCs
.Maps
World.Update
(float delta)
_currentM
_currentMap
DrawBackGround
(delta)

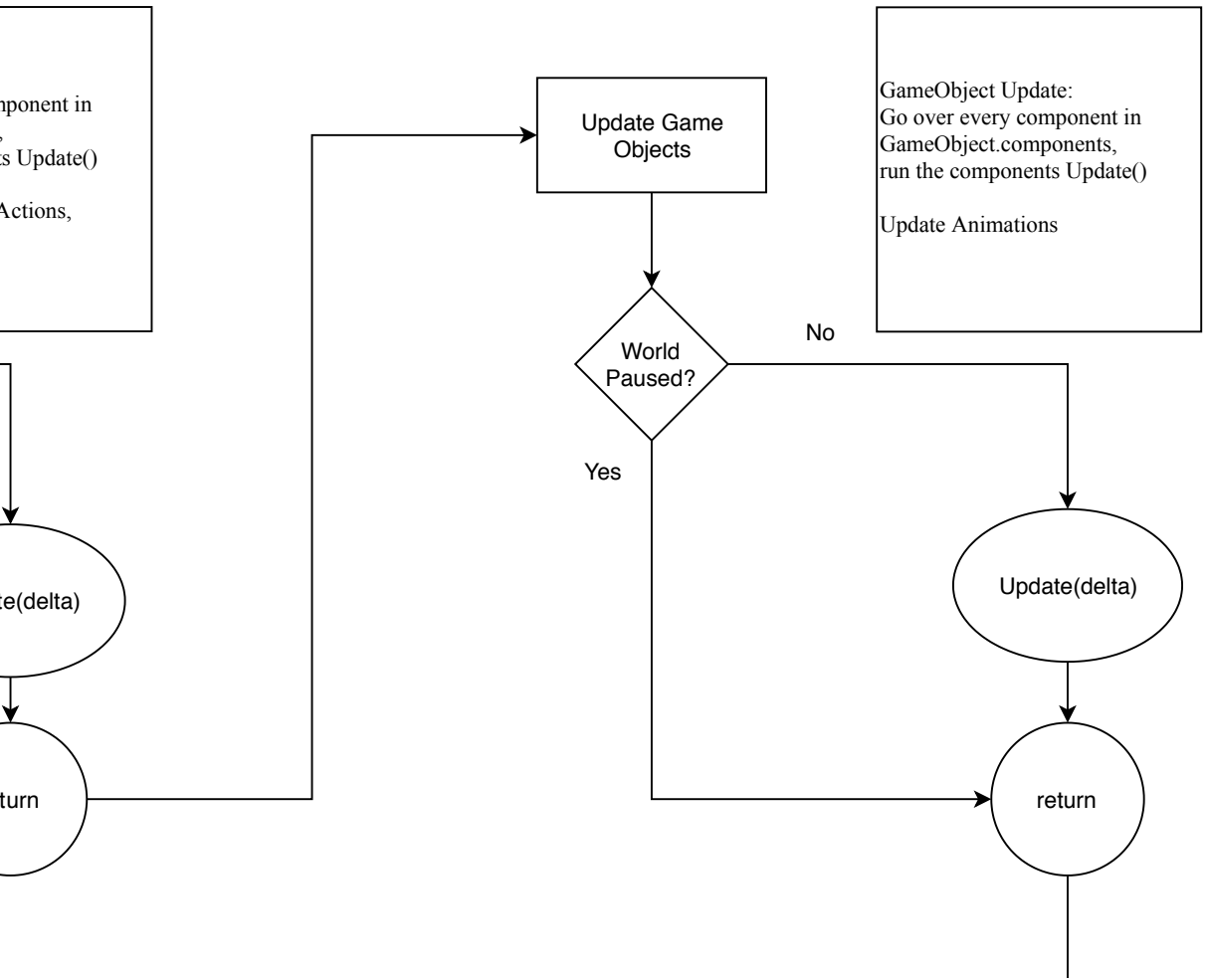

World
Paused?
No
Yes
lap.Update()
_currentMap.Update()
Map Update:
Go over every component in
Map.components,
un the components Update()


Yes
return


_localGameObjects()
.Draw(delta)
_localNPCs()
.Draw(delta)
World.Player
.Draw(delta)
.currentMap
DrawForeGround
(delta)
World Update
is complete
World Update
is complete
Update Player
World
Paused?
No
Yes
return
Update(delta)
Update Actors
Actor Update:
Go over every com
Actor.components,
run the component
Update FSM, AI, A
Animations
World
Paused?
No
Yes
Updat
re


updateAnimations
computeCollisions
_localGameObjects()
.proximityUpdate(delta)
return
_localNPCs()
.upDateBFSMap(delta)


read
_ioMessages
read
_consoleInput
Player Update:
Go over every component in
Player.components,
run the components Update()
Update Actions
Update Animations


Update Game
Objects
GameObject Update:
Go over every component in
GameObject.components,
run the components Update()
Update Animations
World
Paused?
No
Yes
Update(delta)
return

World Update
is complete