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**some aspects of**

• Async all the time

• *diserinput whenever*

• You want to have a single data store

• Events manipulate data

• *unhastoreat*

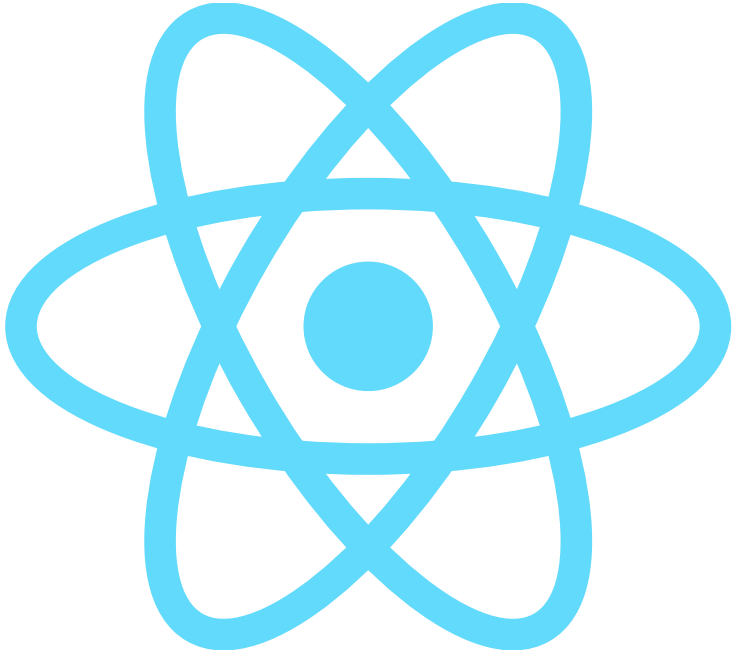


• Multiple events can happen at the same time

The physics have to be reinterpreted at target FPS



**game dev**



**FEWerbodev**

# Some aspects of game dev

- Async all the time
- User input whenever
- You want to have a single data store
  - Events manipulate data
  - UI has to react
  - Multiple events can happen at the same time
  - The physics have to be respected and rendering happens at target FPS

**So, what is this talk  
really about?**

