Some aspects of

- 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

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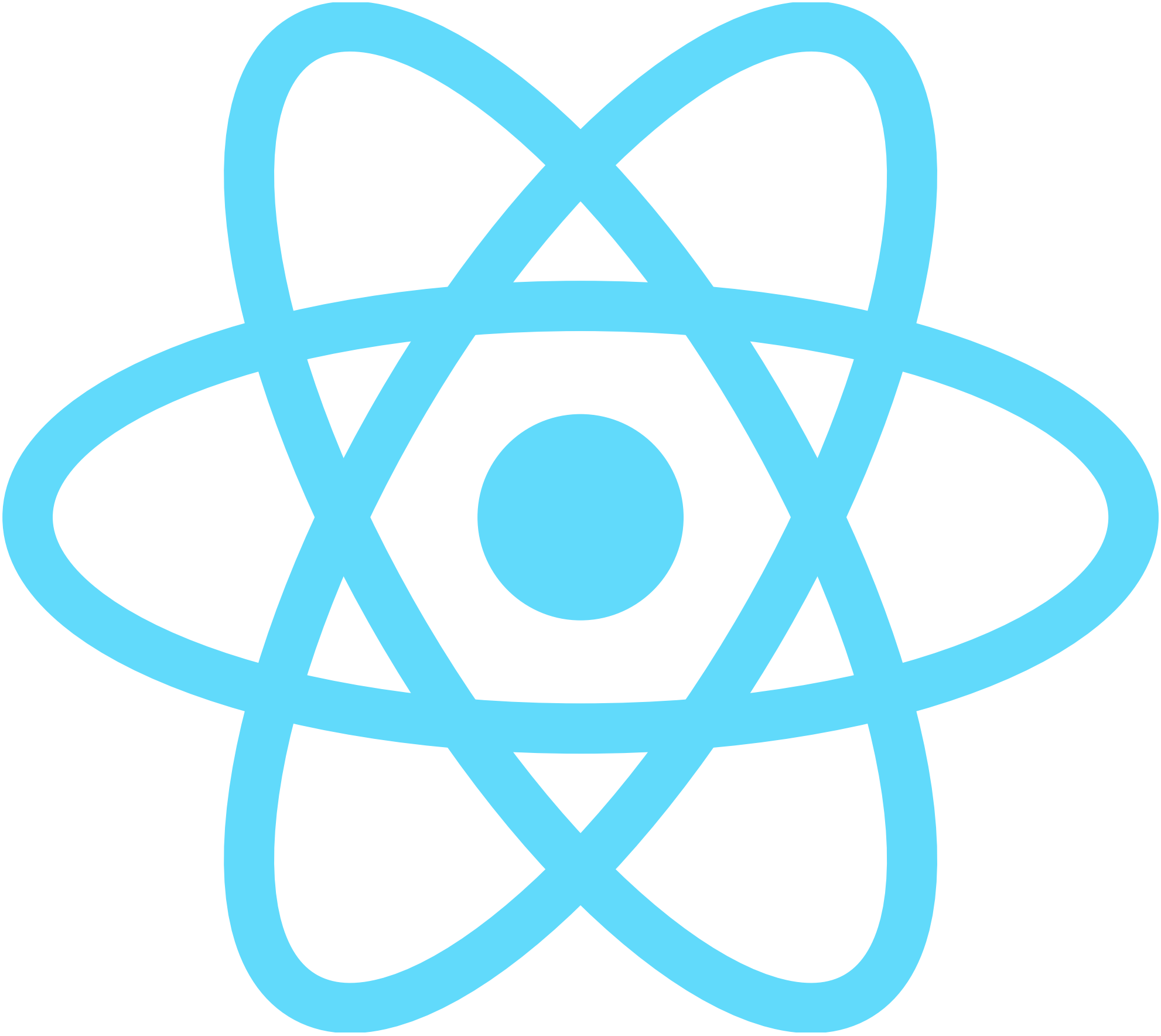
game dev



FE web dev

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

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So, what is this talk really about?