Three phases to making a video game:

Start 🡪initialization 🡪 update🡪 render

|\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_|

render process to screen, update, render, etc until game is exited.

A variable that is declared/initialized inside the class is a static variable.

Each instance of the class shares that same static variable.

Student: Student: \_\_\_ \_\_\_\_\_\_\_\_ NUM\_EYES = ~~2~~ 3

Name: John Name: Amy | |

Id: 123 Id: 321 | |

| |\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_| |

|\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_|

(x,y)

(0,0) (639,0)

|  
|  
|  
|  
|  
|  
|  
|  
|  
|  
|  
|  
|  
|  
|  
|  
|  
|  
|  
|  
|

(0,479) (639,479)

\*SCREEN = 640 x 480