

plants -> list of plants entities zombies -> list of zombie entities projectiles -> list of projectile entities mutex_lock updateList() -> update list of entites stored in lists update() -> update entites shown on screen update() -> update entites shown on screen swapBuffers() cleanup()

Not sure if this is still needed

GameWindow

screen -> x/y coordinates? clock -> float dtime -> frames running -> boolean init_pygame() -> initialize pygame and all cooresponding elements handle_input() -> handle keys pressed on keyboard bbox_to_screen(bbox) -> draw_entity(entity) -> render() -> render all entities on screen run() -> run all checks and windows