- in addition to rendering, double buffers are helpful when the code doing the modification is accessing the same state it's modifying. ex physics or AI where entities are interacting w/each other
- goes through a slapping example where it appears all entities update in a single frame using double buffer then respond in the next frame?

Design Decisions
  · How to swap buffers?
      ↳ swap ptrs (references to buffer
          · fast   · memory needs to be allowed in 2 locations
          · the buffer being updated will have info from 2 frames ago
            ↳ ex. if you want route old frame data to inform new frame data
  · Copy data b/w buffers
      ↳ if you can't repoint users
        · data on next buffer is only a frame old
        · swapping could take more time (but if it is a boolean, probably not)

What is the granularity of the buffer?
    ↳ monolithic:
        ↳ swapping is simpler
    ↳ many objects have a piece of data
        ↳ swapping is slower