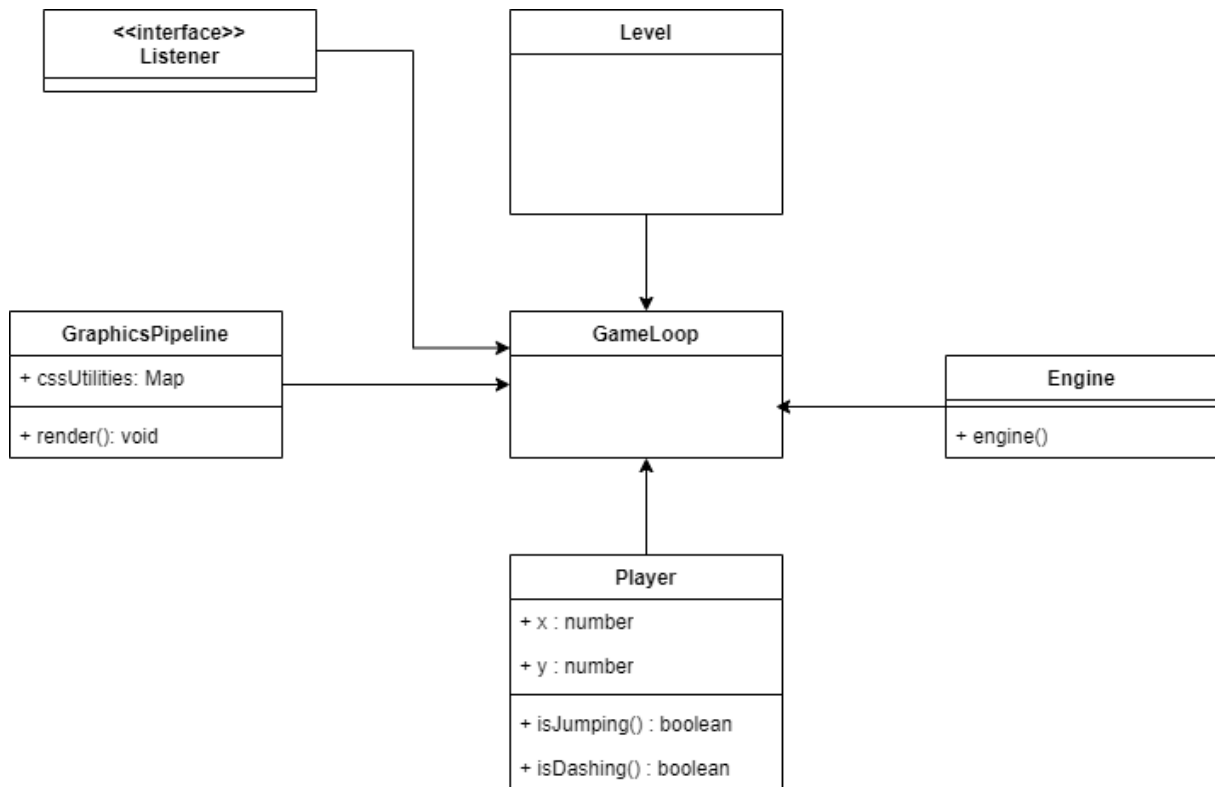


Projektaufbau



Bsp. GameLoop

```
player = new Player
gameEngine = new Engine()
graphics = new GraphicsPipeline(player)
tickListener = new TickListener(engine, player)
keyboardListener = new KeyboardListener()

startTime

tick = 50 //ms 20 x pro Sekunde

addEventListener() {
    keyboardListener().doSomething()
}

while() {
    if(startTime % tick === 0) {
        gameEngine.engine()
        // Berechnet in jedem Frame z.B aktuelle Position Spieler den States

        // z.B Jumping Physik dauert 5 Frames

        graphicsEngine().render()
        // Rendert das Spielgeschehen in Abhängigkeit von den States
        // css
    }
}
```