

Building and Optimizing a Simple Sprite Engine

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Introduction

- **Create a Timer and Animation Loop**
- **Create a Sprite Class**
- **Create a GameSurface Class to Show Sprites**
- **Using Chrome's Profiler to Understand Performance**
- **Improving Sprite Engine Performance**

Summary

- **Created a custom Animation Timer and Loop**
- **Created Sprite Class**
- **Created GameSurface Class to Show Sprites**
- **Worked with Chrome's Profiler to Improve Performance**
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