

Game State Manager – Pseudocode:

INITIALIZE Game System

INITIALIZE Game State Manager

WHILE Current not equals to Quit

IF Current equals Restart

ASSIGN Current equals to Previous

ASSIGN Next equals to Previous

ELSE

CALL "Update" of Game State Manager

ASSIGN Function pointers

LOAD Game State

END IF

INITIALIZE Game State

WHILE Current equals to Next

CALL "FrameRateStart()"

INPUT Game State Body

UPDATE Game State Body

DRAW Game State Body

CALL "FrameRateEnd()"

END WHILE

FREE Game State

IF Next not equals to Restart

UNLOAD Game State

END IF

ASSIGN Previous equal to Current

ASSIGN Current equal to next

END WHILE

Terminate Game System