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