

# The Game Loop

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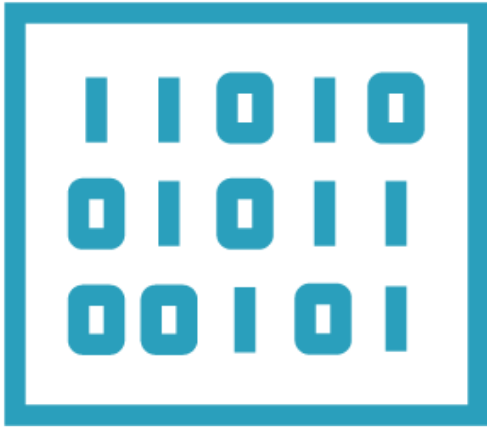


# What Is a Game Loop?

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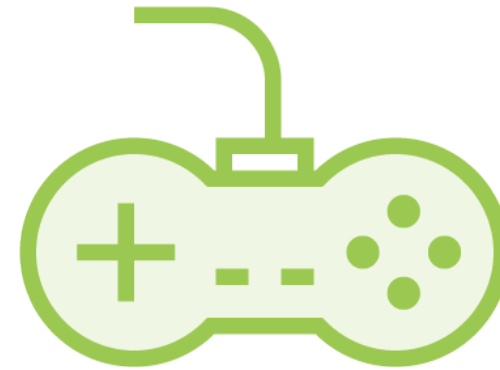


# Game Loops and Game Loops



## Code

What happens every frame in rendering and systems



## Design

What the player experiences over and over again



# Code Game Loop

Input

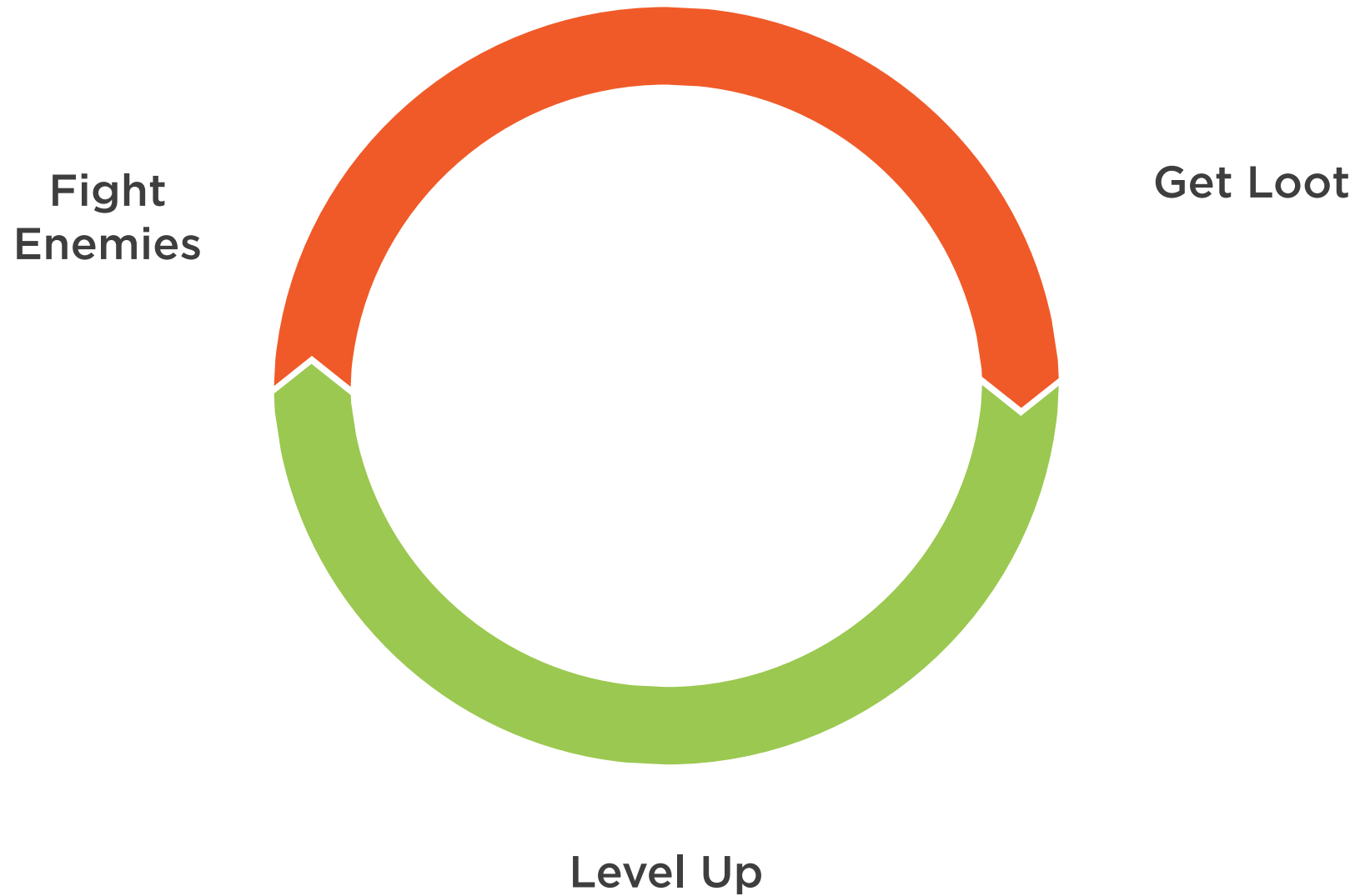
Update



Render



# Design Game Loop



# Game State



What mode the game is in

Change how a player is interacting with a game

Every game has a different set of states



# Our Game States

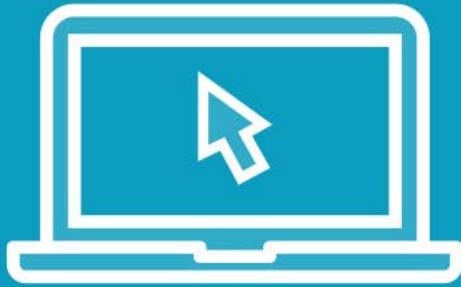
Pregame

Playing

Paused



# Demo



**Build a simple state machine**

**Alert other systems to changes in state**

