

Update/Draw Practice

1. If you have not already done so, download the Game project and store it in your Workspace.
 - a. Rename the folder, GameLoopPractice.
 - b. Open eclipse and import the project by clicking File→Import→General→Existing Projects Into Workspace.
 - c. Then browse to the folder and click OK.
2. Your game should have the Name "My First Game", the width of 1024 and height of 768 and run at 30 FPS.
3. Add the logic to your game to have it output the number of seconds passed.
 - a. Start by declaring a global double variable called "timer" under where the fps variable is declared.
 - i. This will be used to store how much time has passed between updates.
 - b. In the Update section of the game loop, you will see a variable called "deltaTime". You will need to add this variable to the timer in the Update section.
 - c. Output the timer using a println command. The timer will show up in milliseconds, you divide by 1000 to get seconds.
4. When complete, zip your GameLoopPractice folder and submit it to the appropriate location on Classroom.