GameMain

By Joshua Ellis

The GameMain module handles the life cycle of the application. It sets up the full screen mode and hands control over to Game.

**Less than public Interface:**

onCreate (Bundle savedInstanceState)

This method is called automatically when the application is first turned on.

onResume()

This method is called automatically when the application is turned back on and after onCreate is called.

onPause()

This method is called automatically when the application is about to lose focus or closed.

**Update log:**

File was created 11/7/2013