

# ANC3

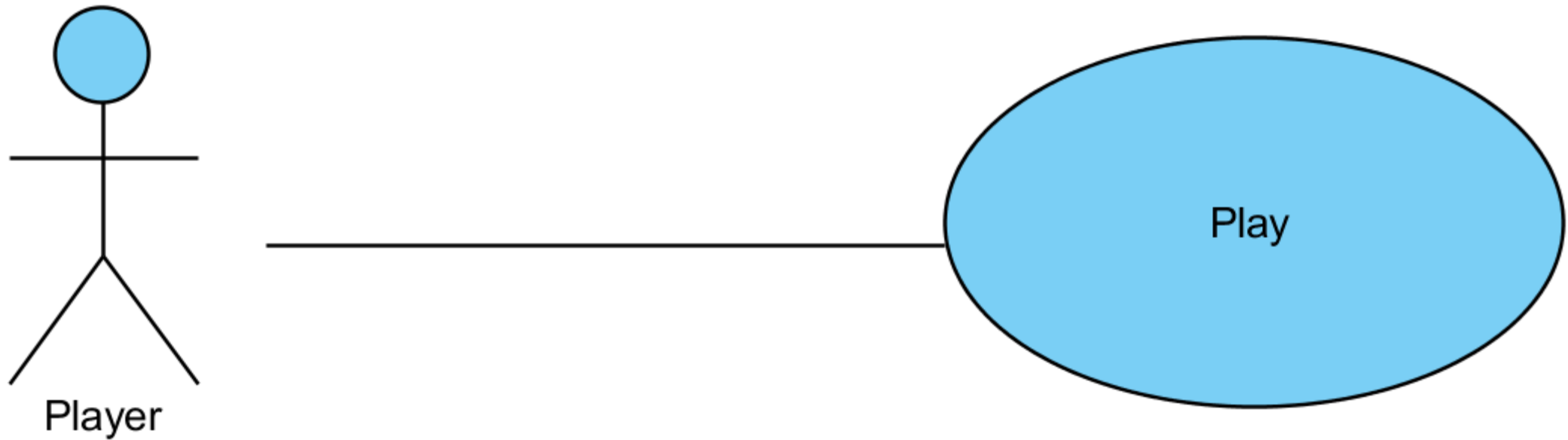
# PAC MAN!!!

## 2nd Iteration

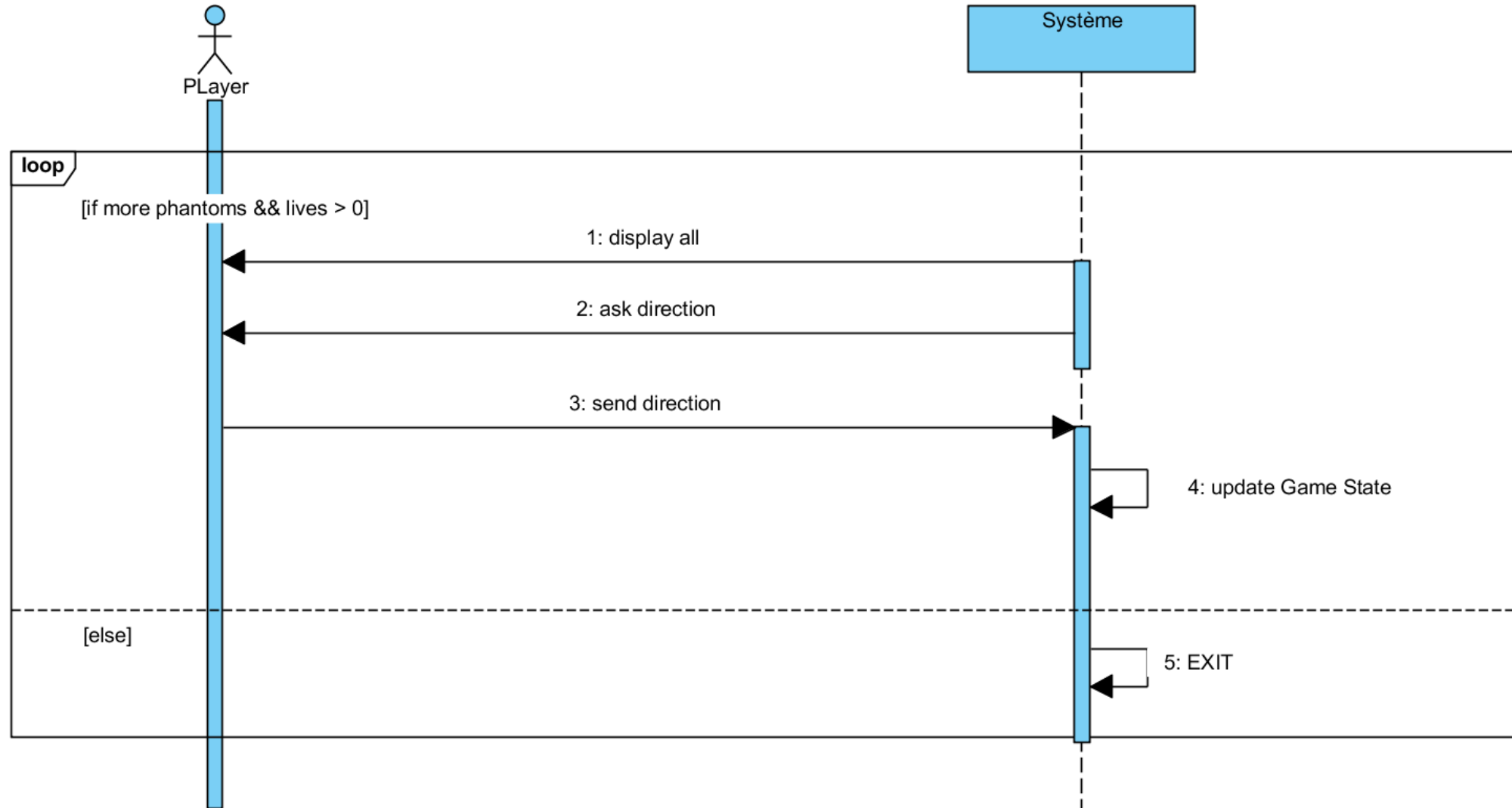
Hugo Barbachano & Tidiane Toure

# Analysis

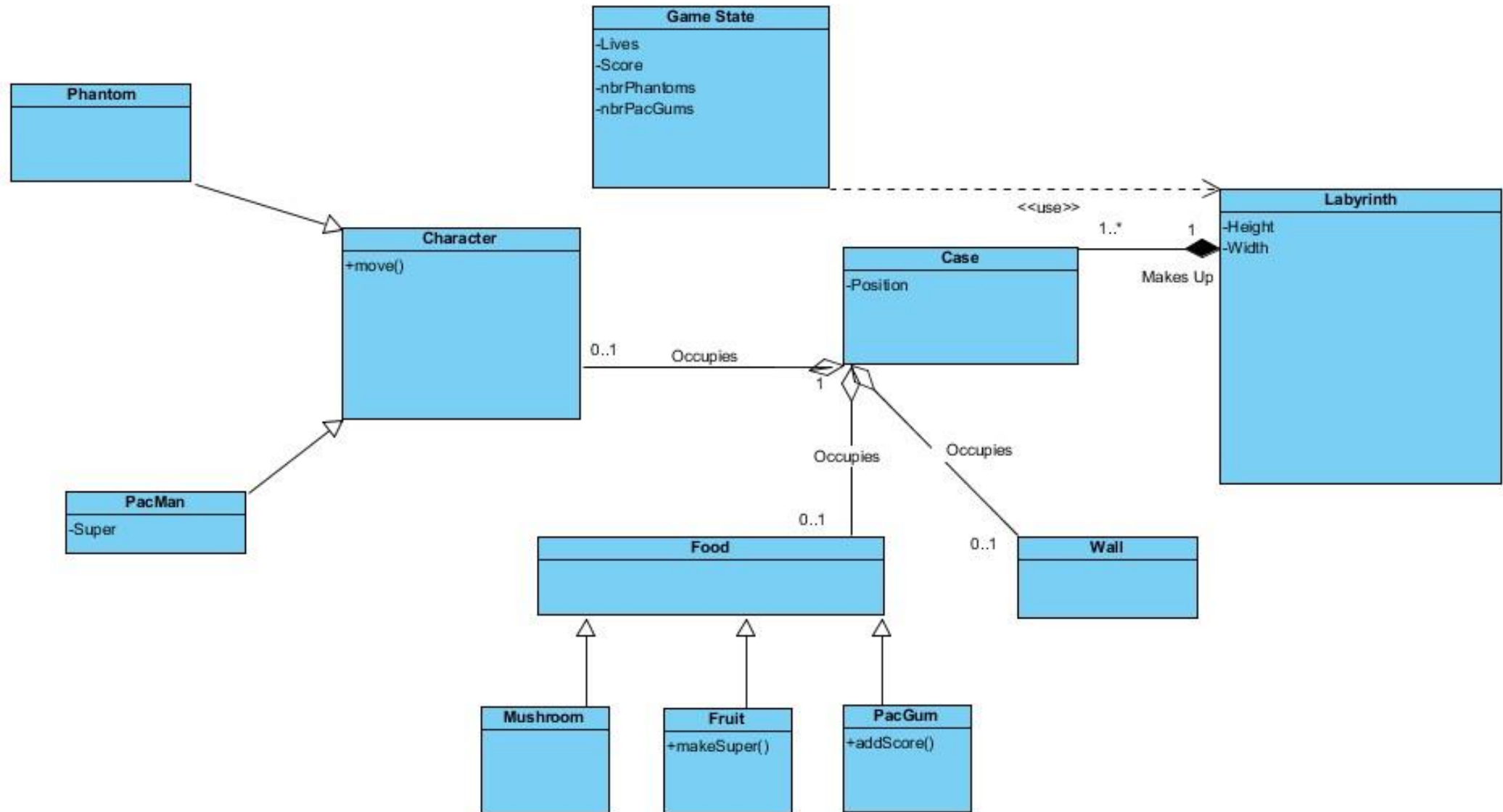
# Use Case Diagram



# DSS Play

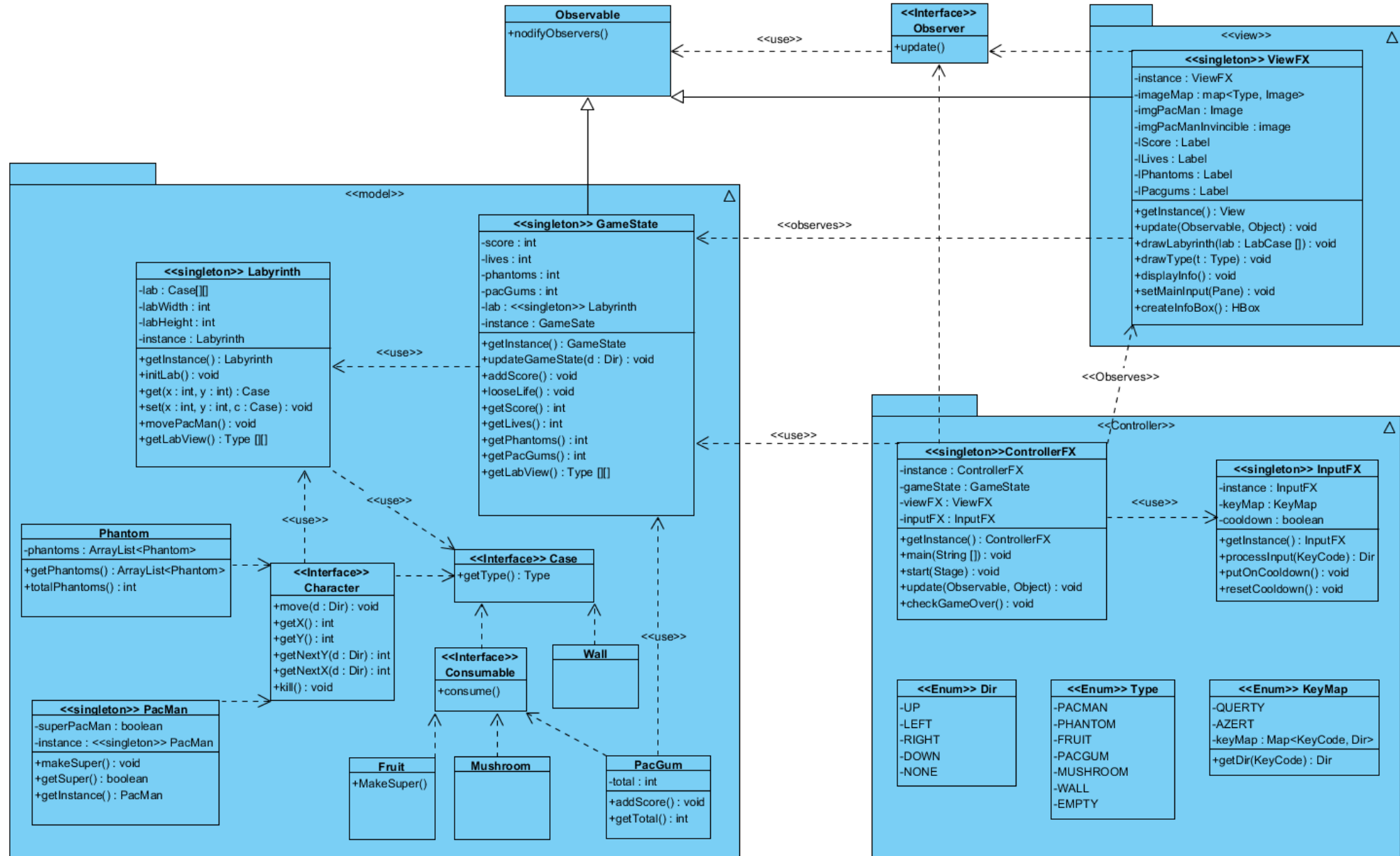


# Domain Classes

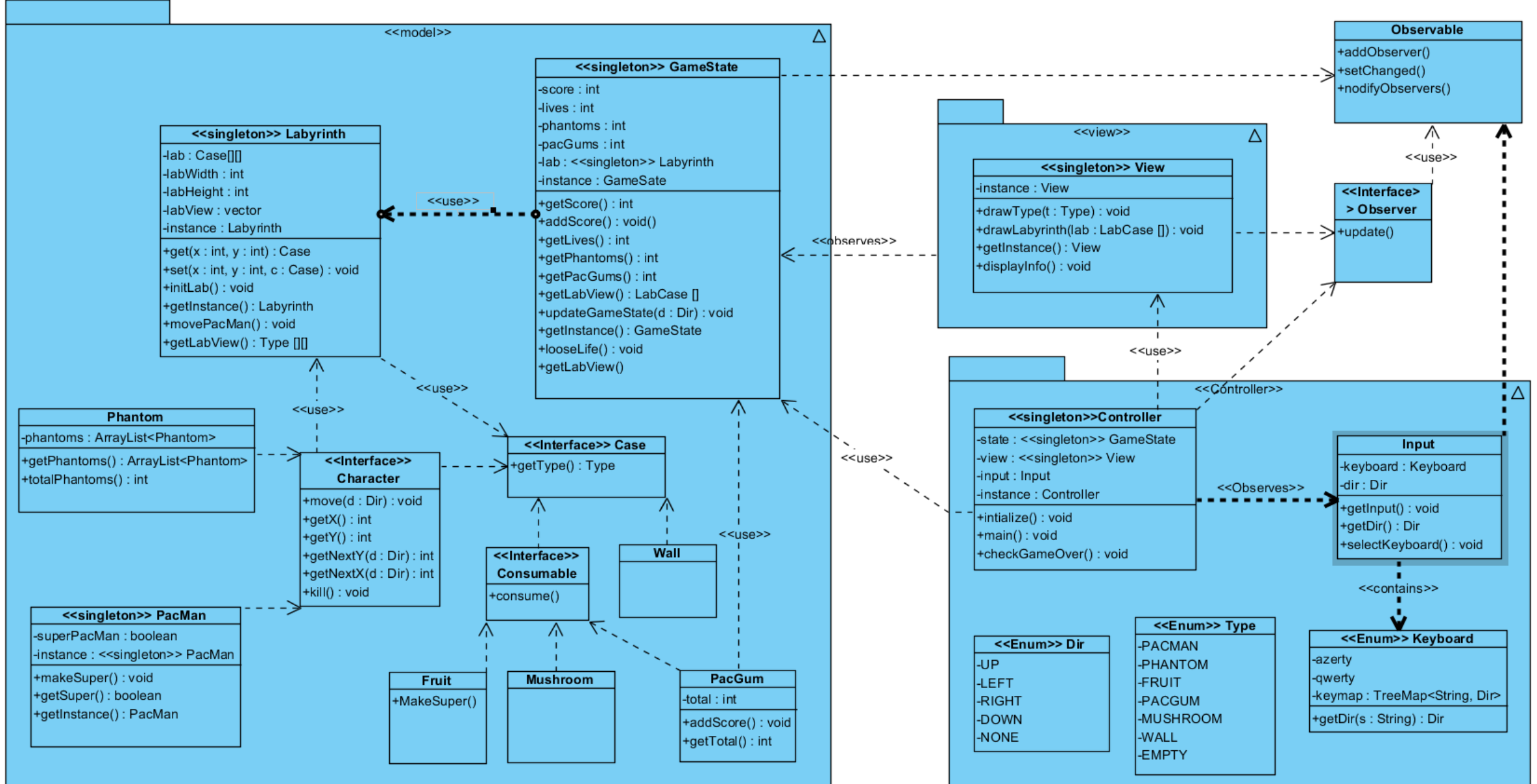


Conception

# Software Classes (with JavaFX)

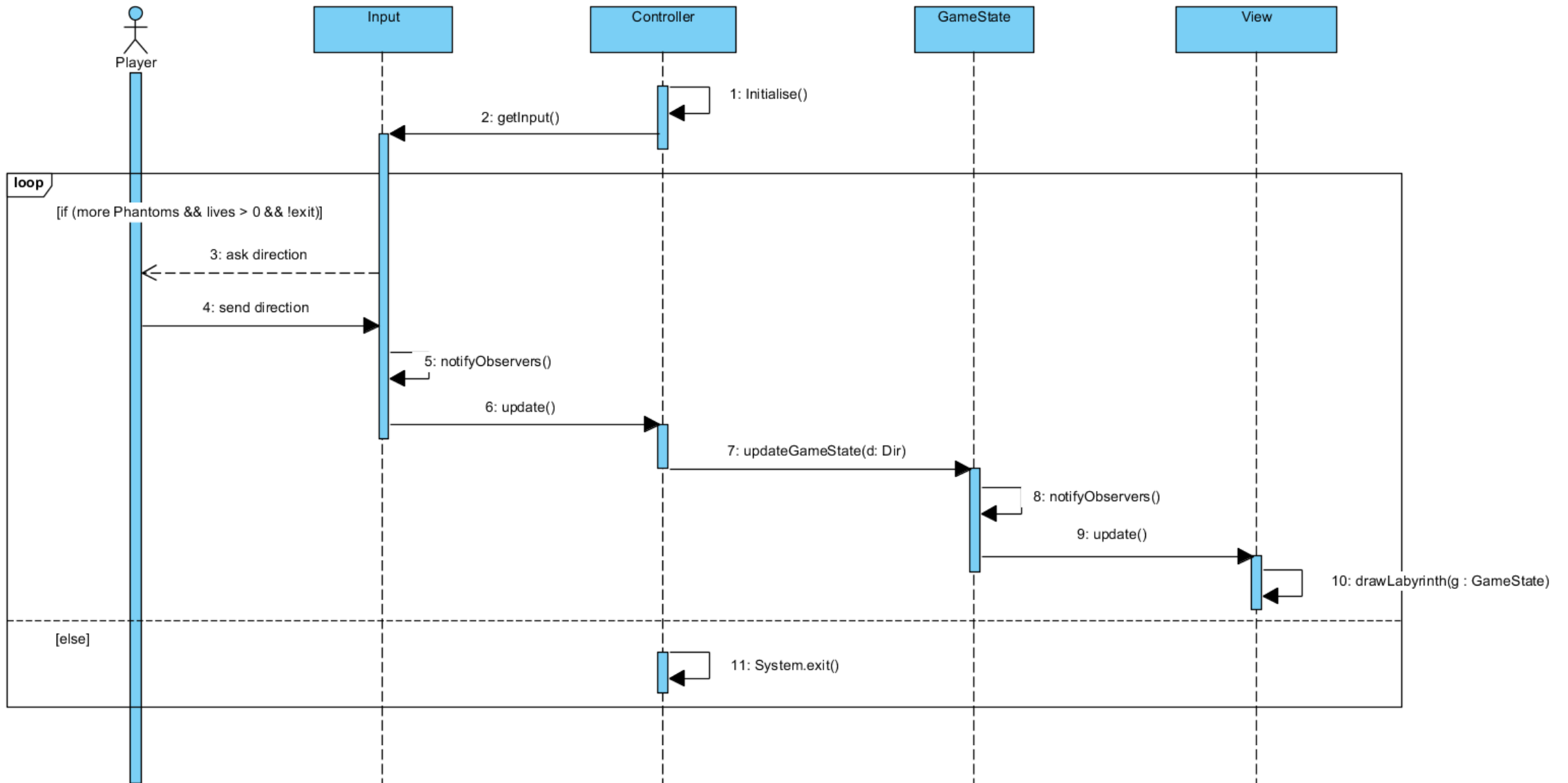


# Software Classes (with console)





# DS Play



# Readme

## Main Game Loop

In its main() the ControllerFX creates all the objects, sets itself as an observer of ViewFX and sets ViewFX as an observer of GameState.

Then the ControllerFX calls GameState.updateGameState(Dir) which runs an infinite loop:

```
{  
    1 – ViewFX gathers the key press and notifies ControllerFX.  
  
    2 - In its update() ControllerFX processes the input with InpuFXt.proccessInput(KeyCode) and calls  
    GameState.updateGameState(Dir).  
  
    3 - In updateGameState() GameState handles the movement and notifies the ViewFX.  
  
    4 - ViewFX gets a Type[][] copy of the labyrinth as a parameter in its update() and draws the game  
    based on that.  
  
    5 – The ControllerFX calls Platform.exit() if the conditions for Game Over or Win are met or if the  
    player types “x”.  
}
```