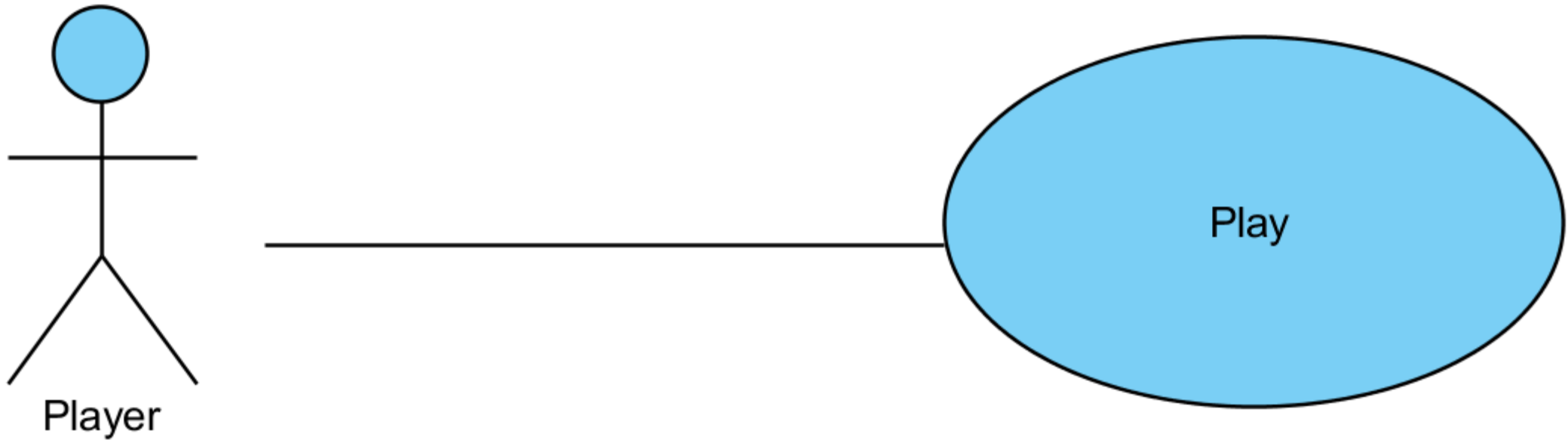# ANC3
PAC MAN!!!
2nd Iteration
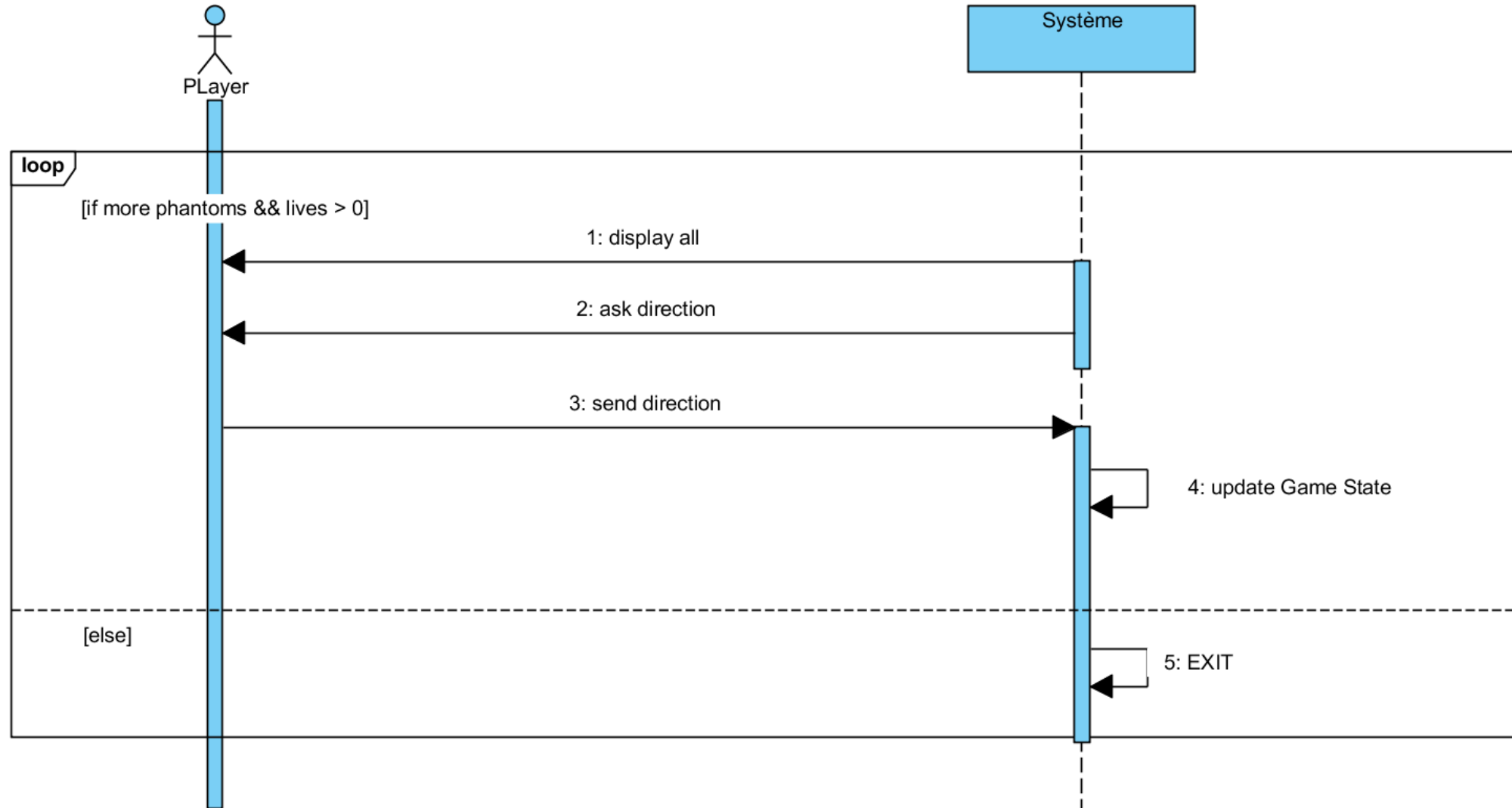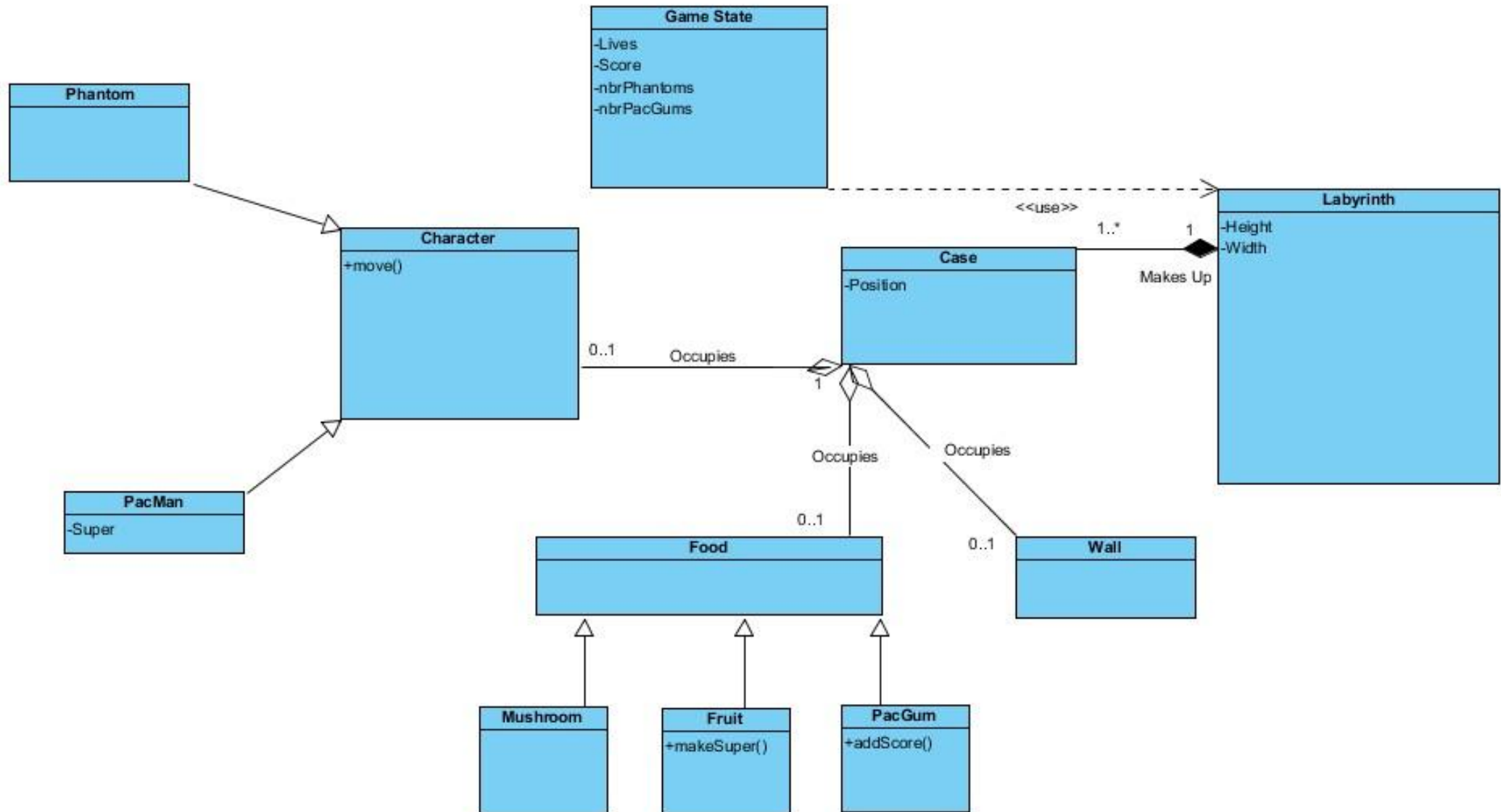
Hugo Barbachano & Tidiane Toure
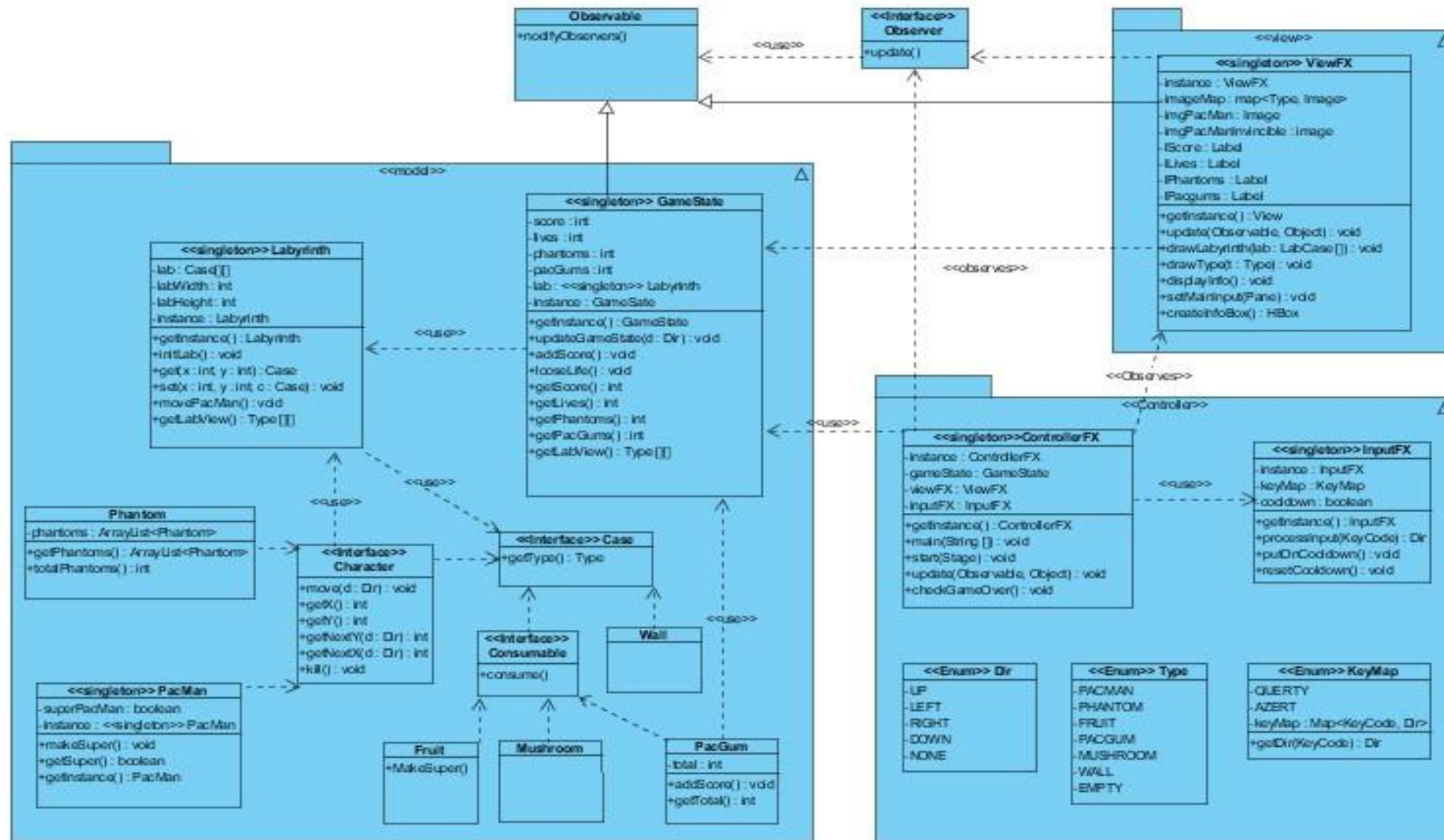
Analysis
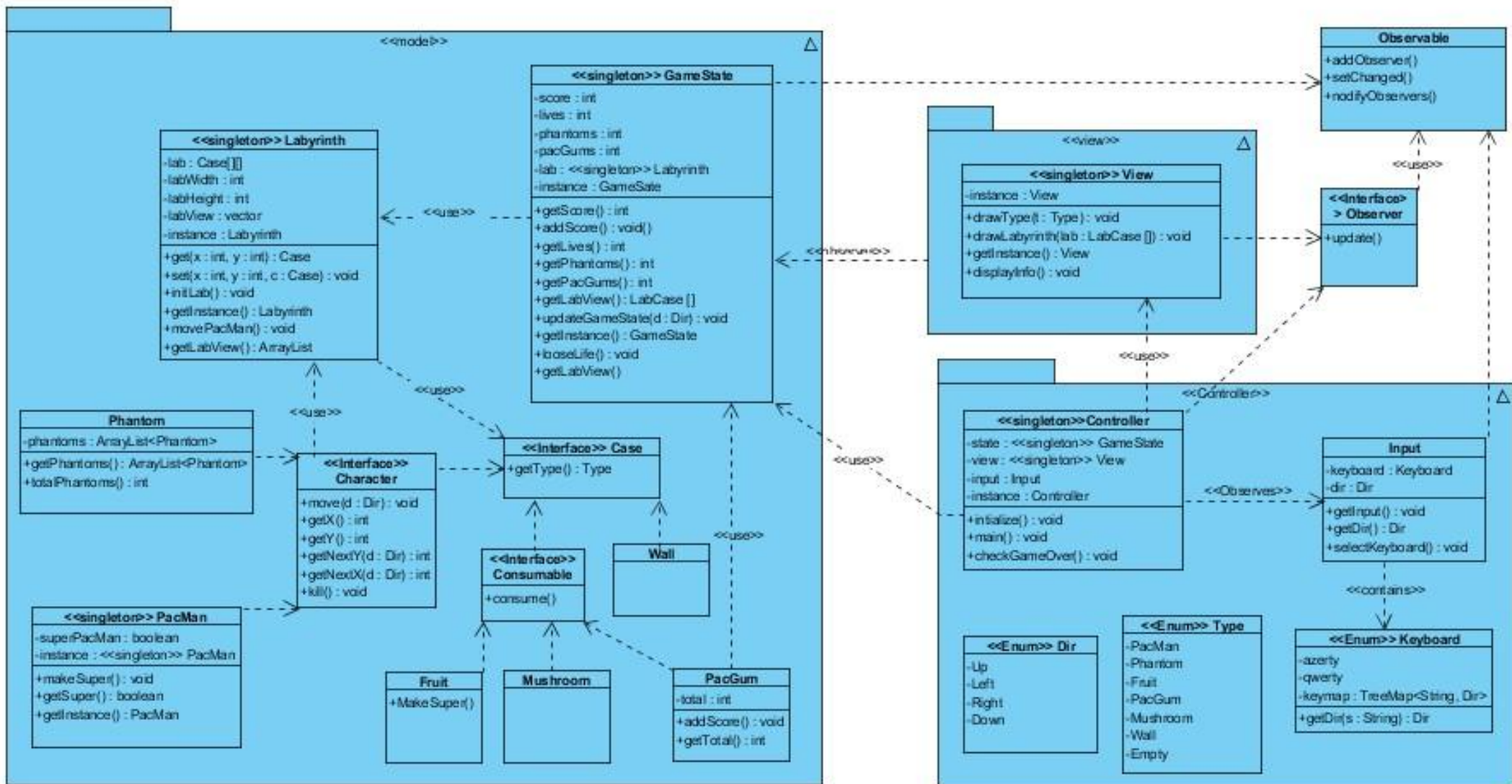
Use Case Diagram

DSS Play

Domain Classes

Conception

Software Classes (with JavaFX)

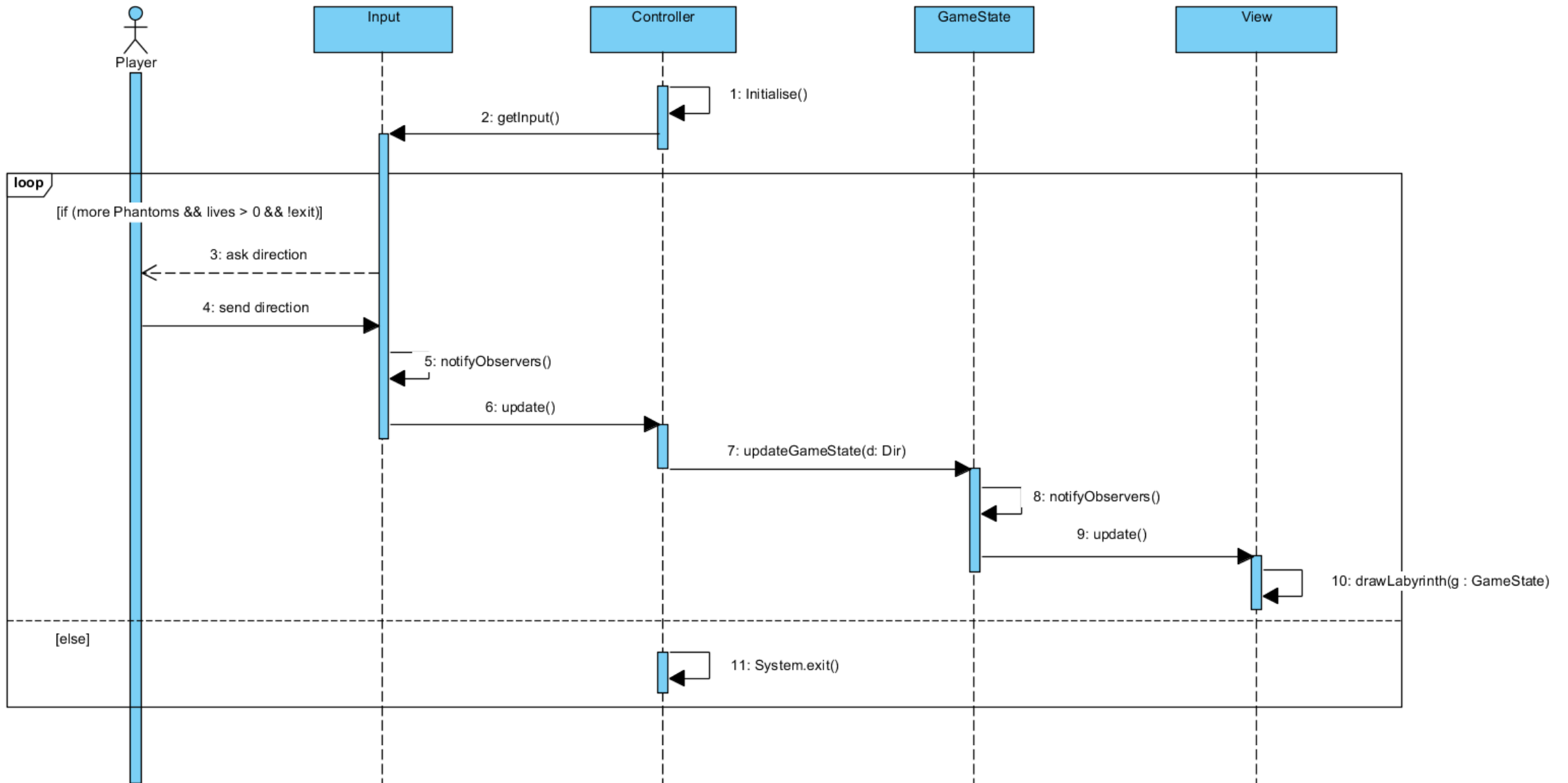# Software Classes (with console)

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".

}