

ANC3

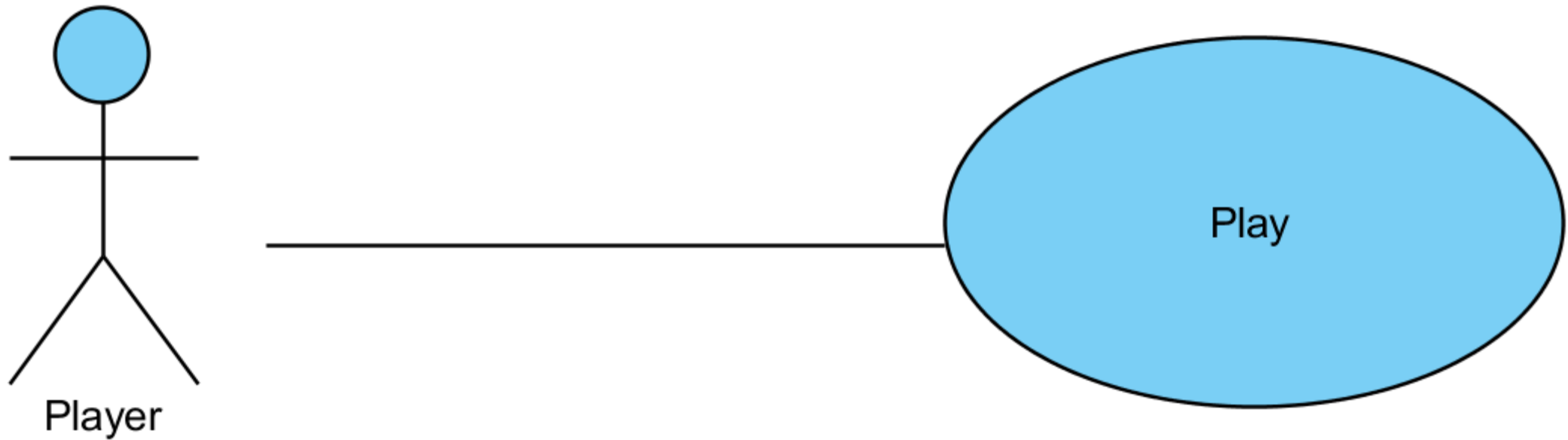
PAC MAN!!!

3nd Iteration

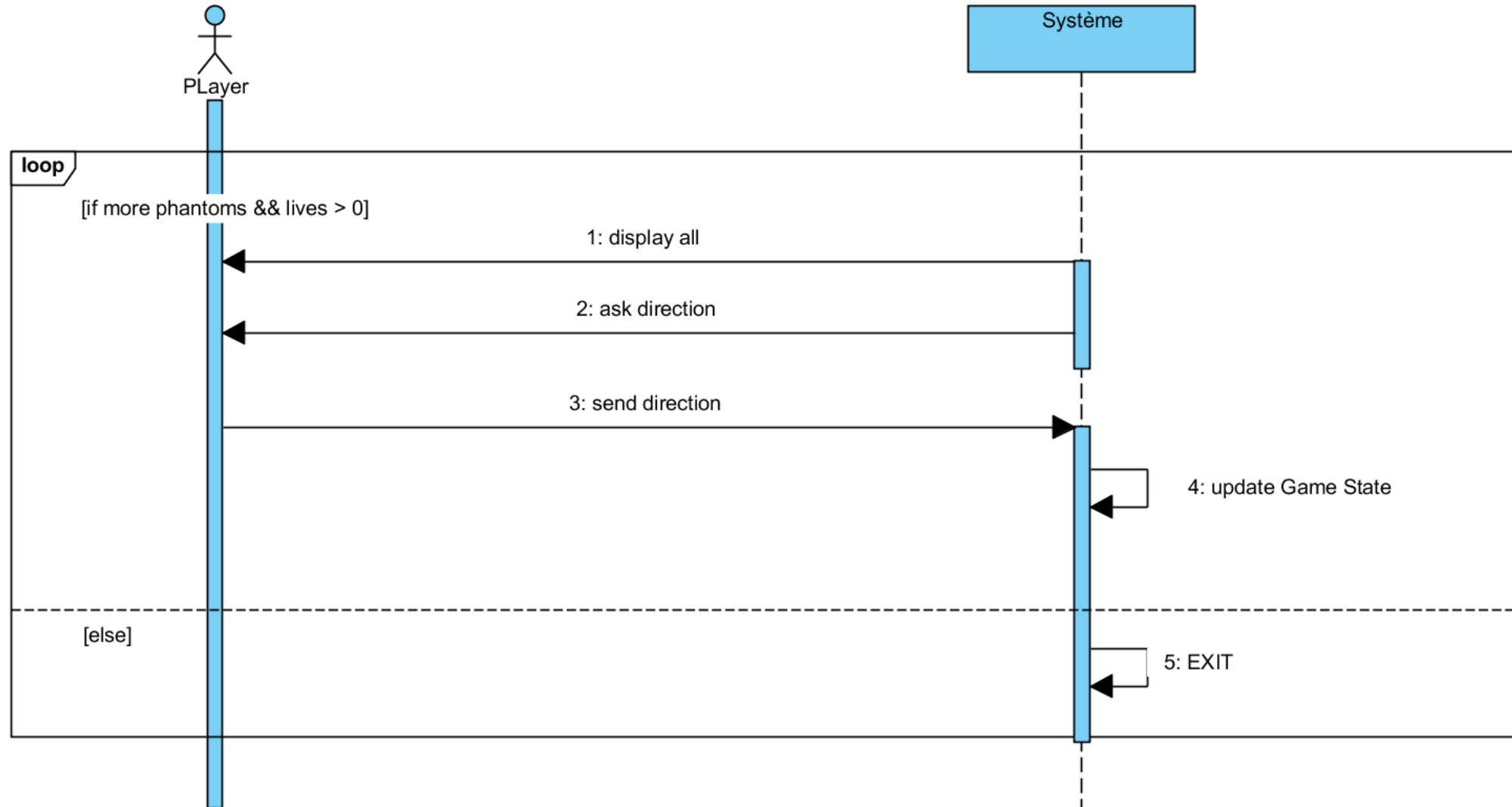
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Analysis

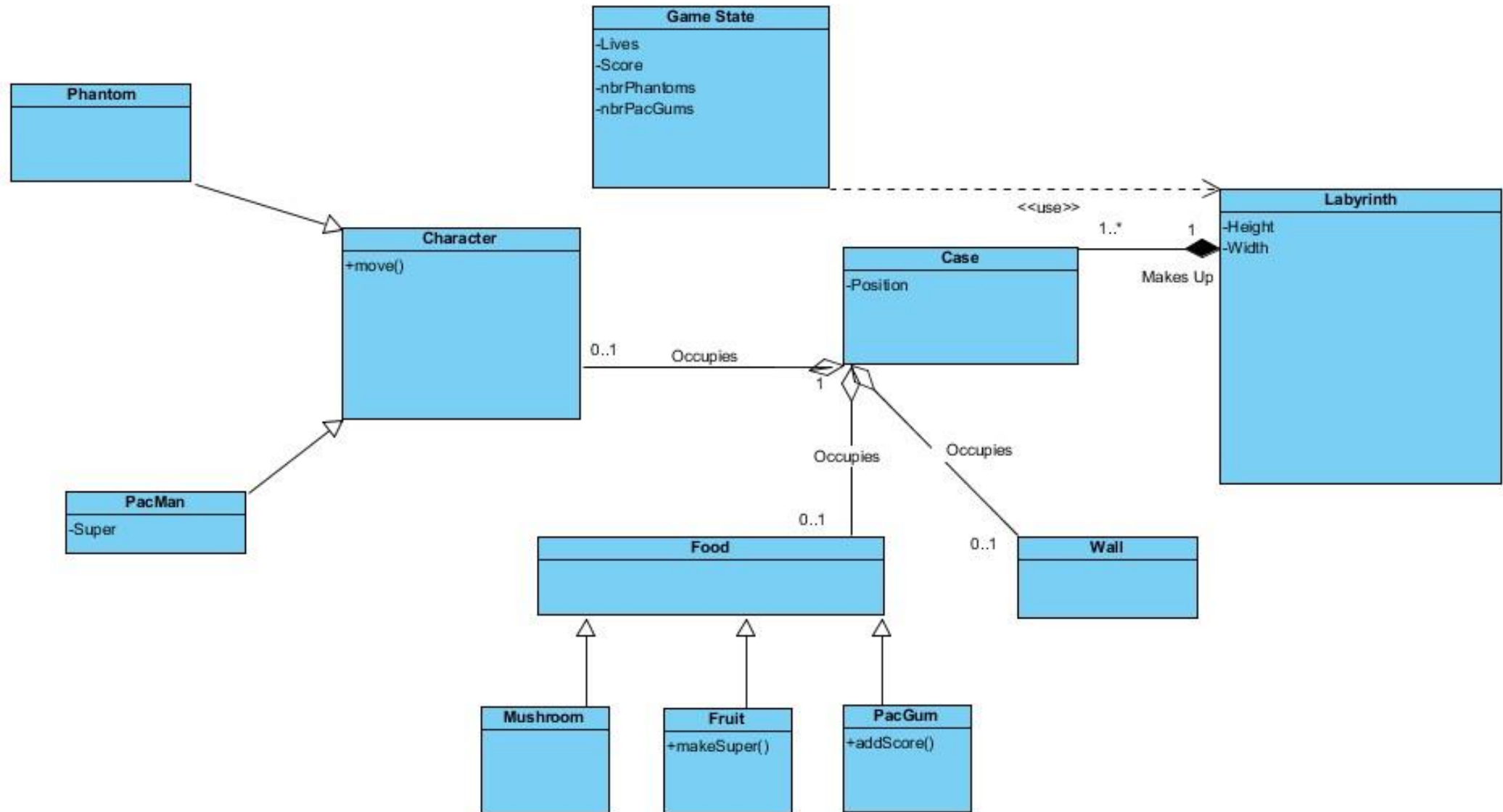
Use Case Diagram



DSS Play

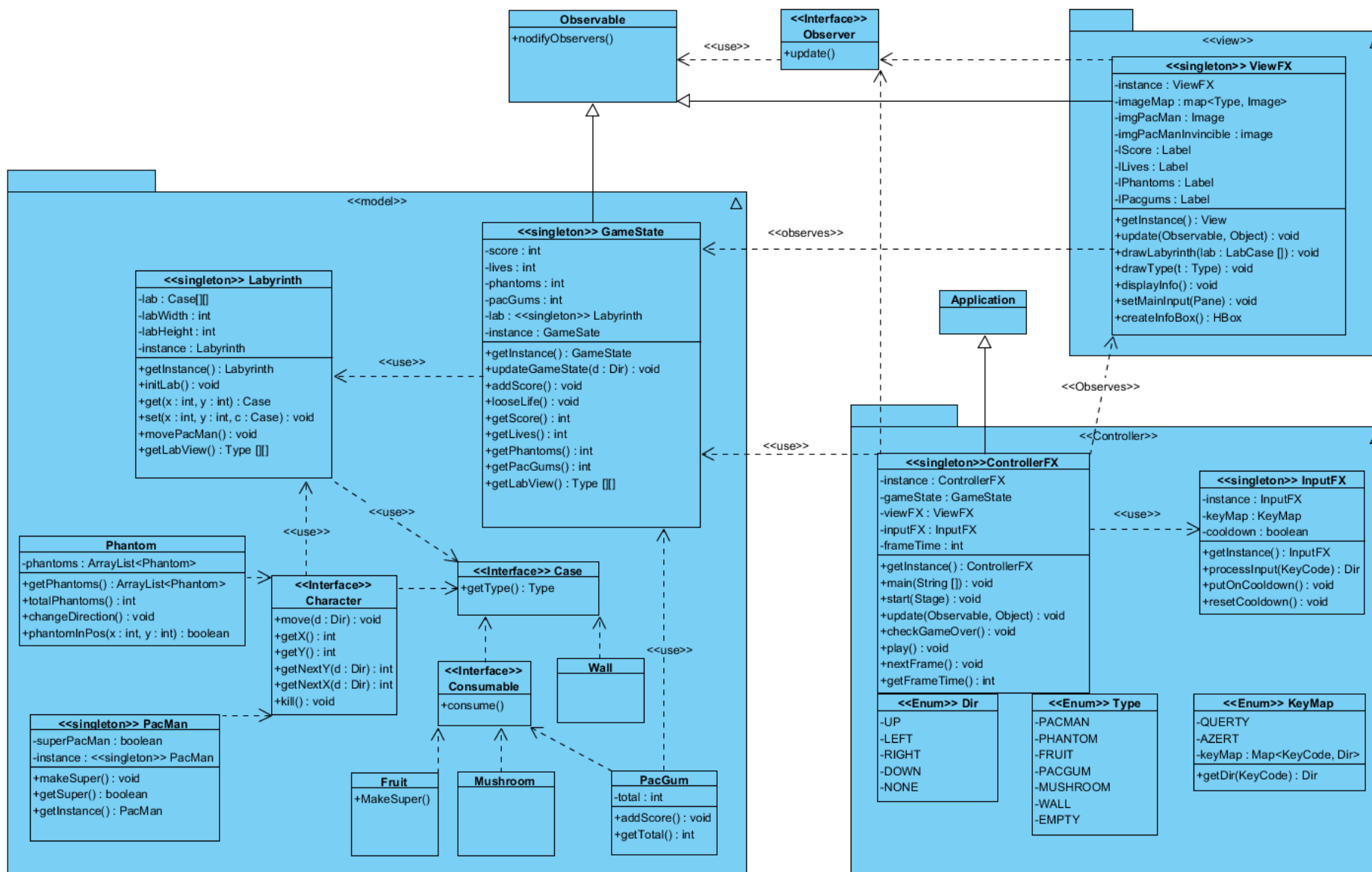


Domain Classes

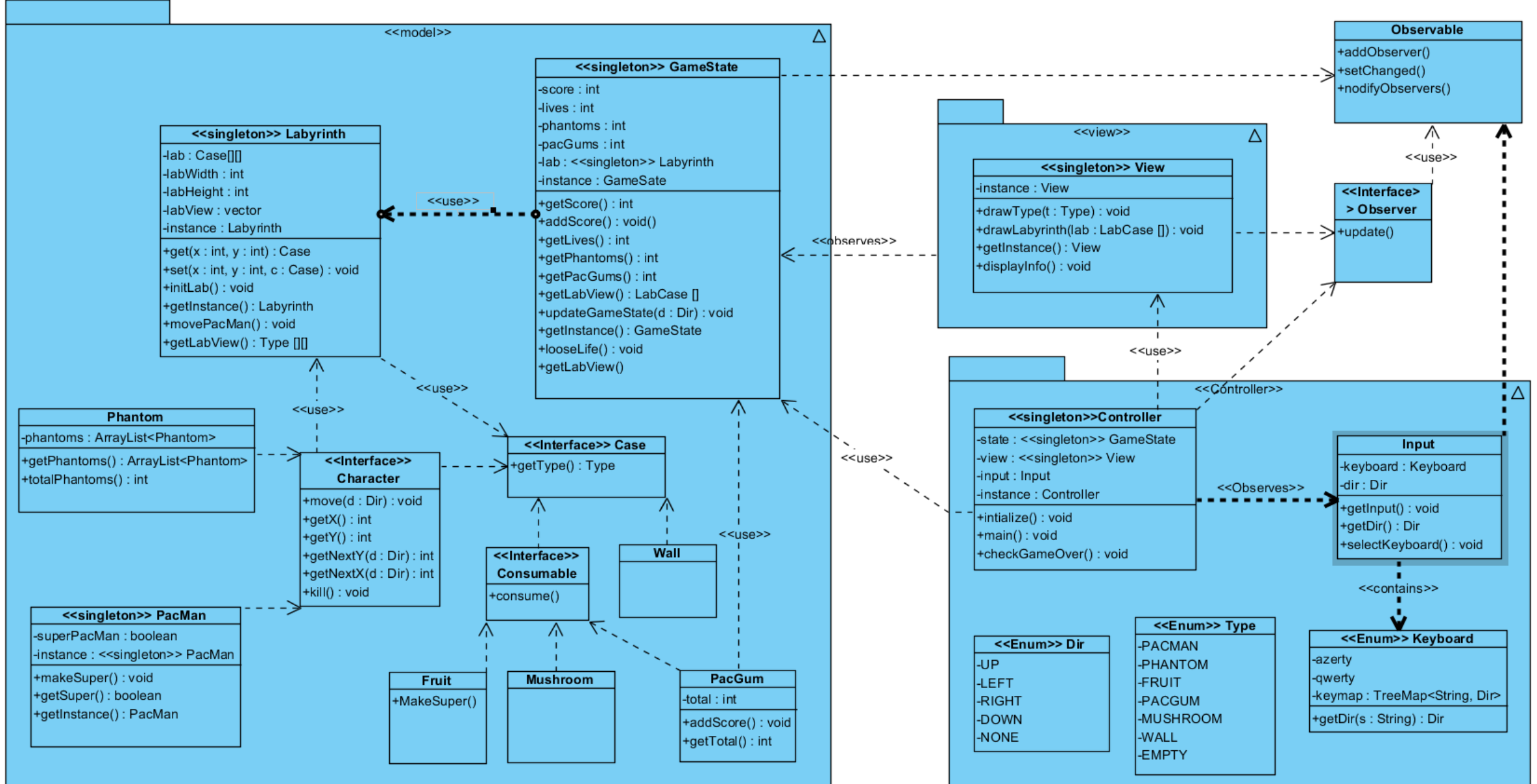


Conception

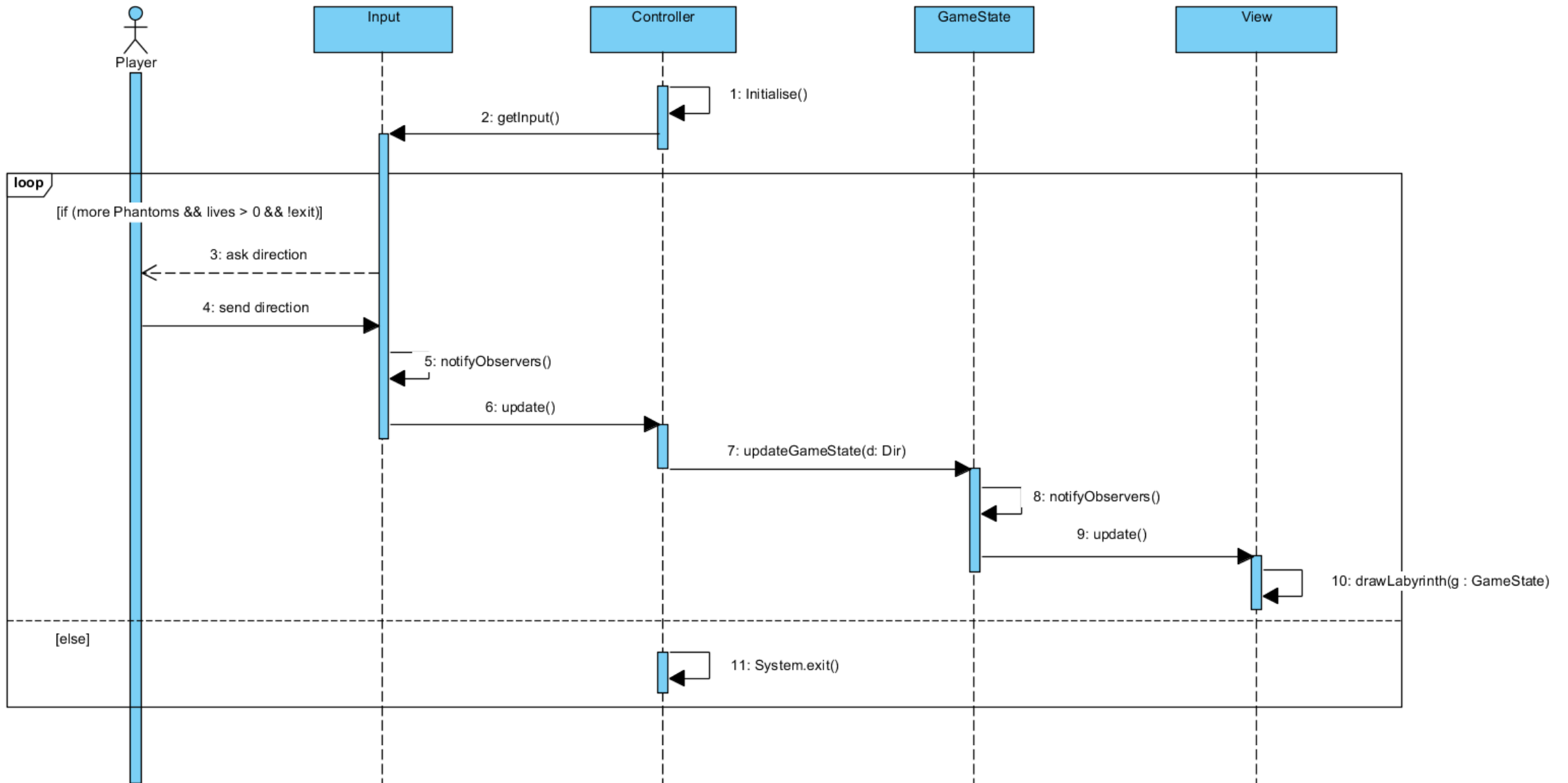
Software Classes (with JavaFX)



Software Classes (with console)



DS Play



Readme

Main Game Loop

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

Then the Controller calls play() which runs an infinite Timeline that regularly calls nextFrame():

– At any time ViewFX gathers the key press and notifies ControllerFX.

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