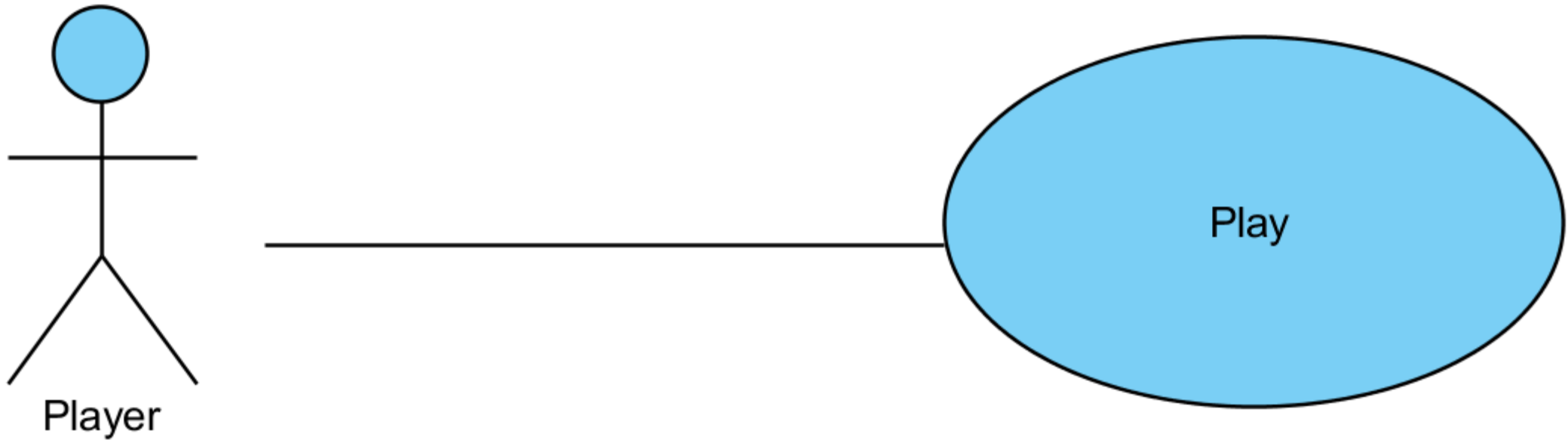# ANC3
PAC MAN!!!
1st Iteration
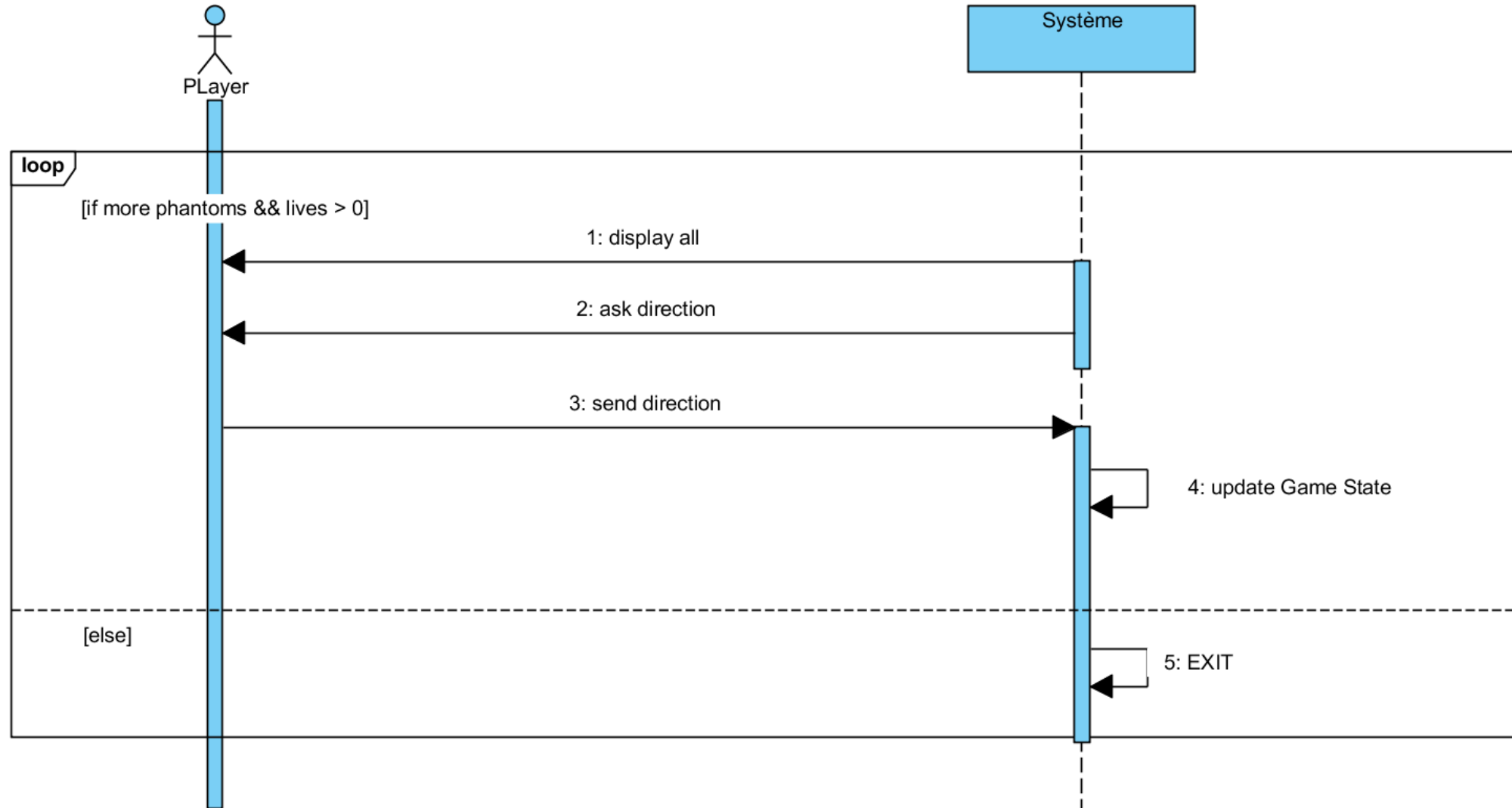
Hugo Barbachano & Tidiane Toure

Analysis
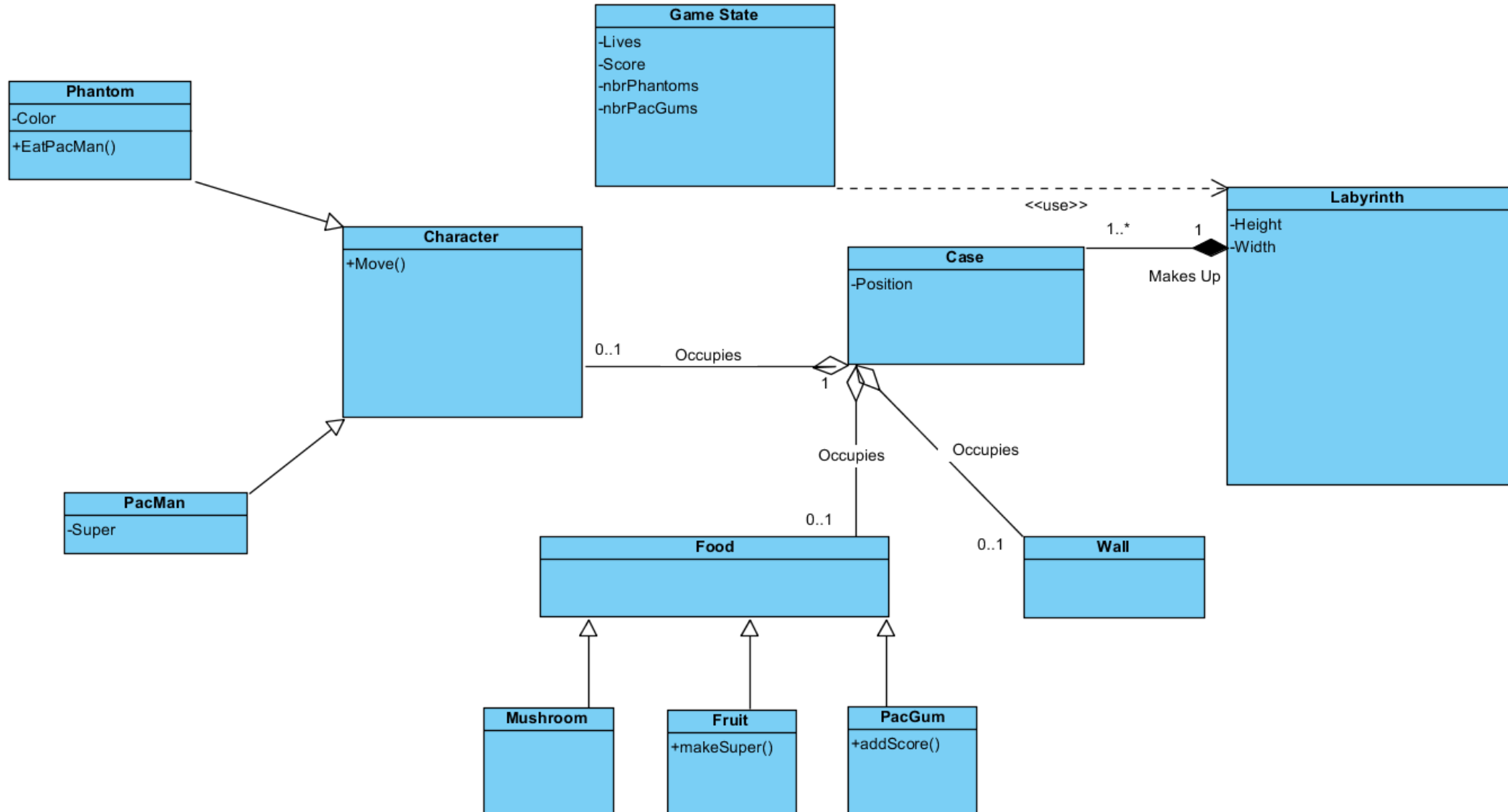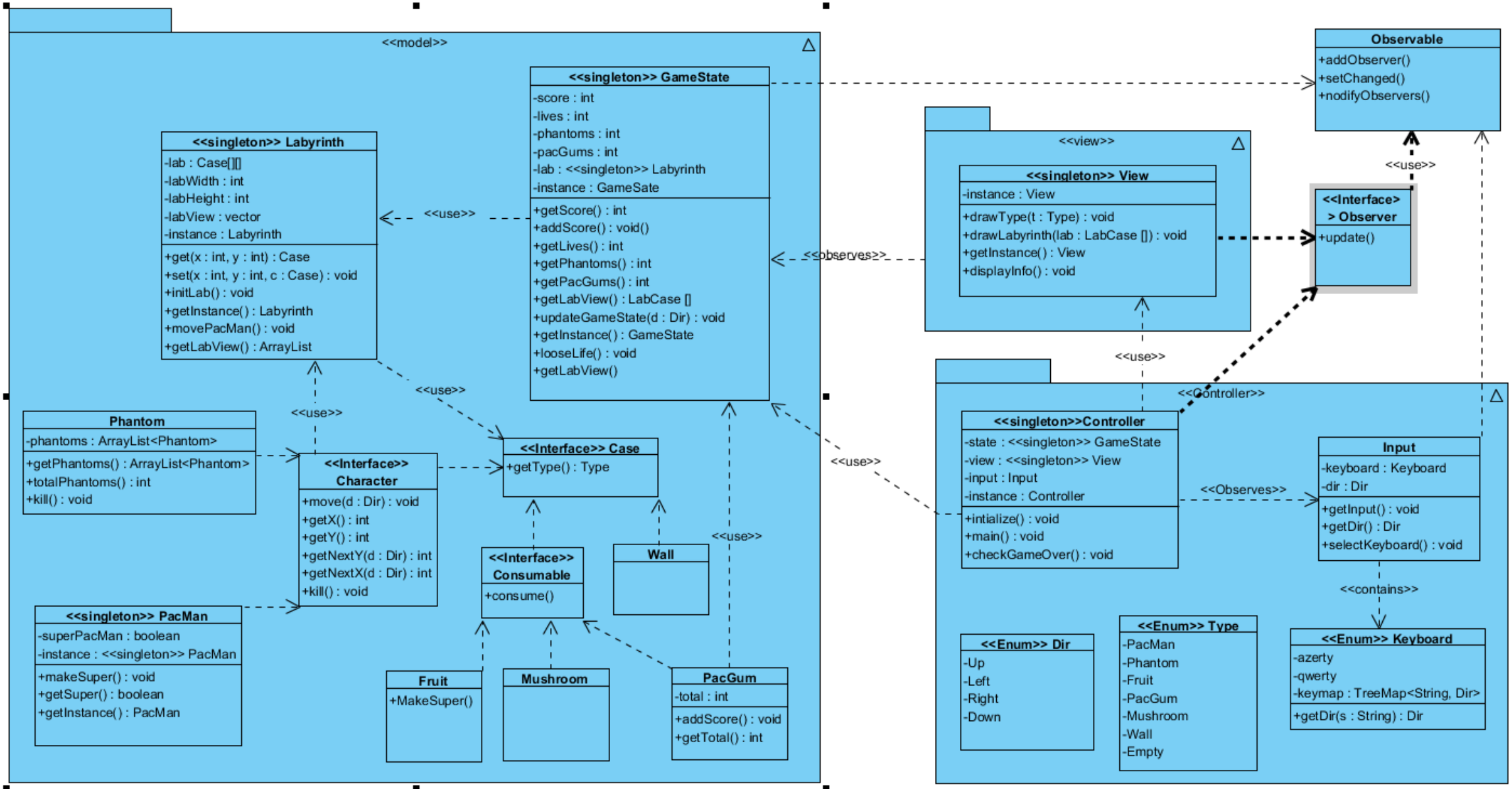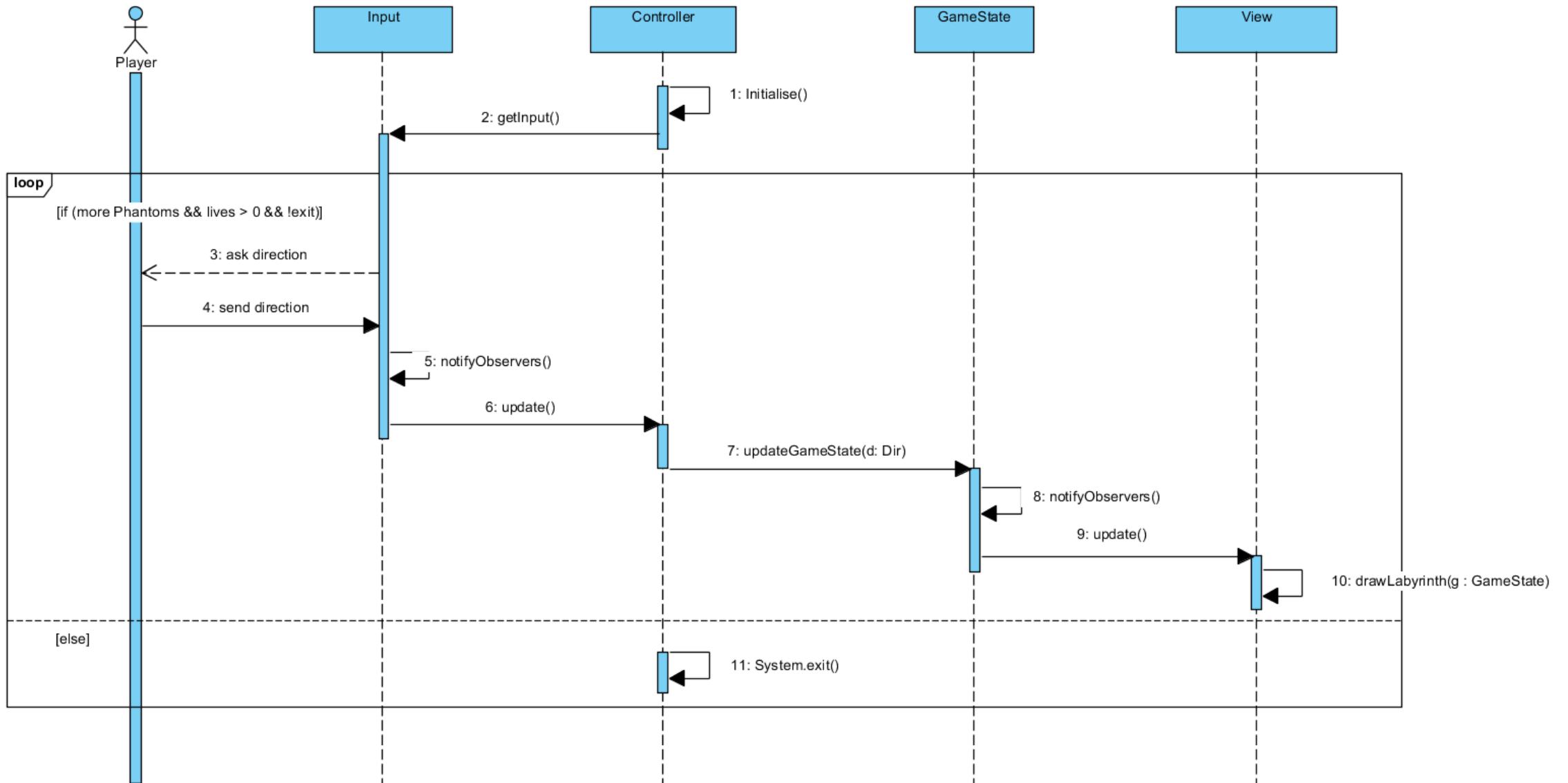
Use Case Diagram

DSS Play

Domain Classes

Conception

Software Classes

DS Play

Readme

Main Game Loop

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

Then the Controller calls Input.getInput() which runs an infinite loop:
{
      1 – Input checks for input from the Player and notifies its observers (the Controller).

      2 - In its update() the Controller calls GameState.updateGameState().

      3 - In updateGameState() GameState handles the movement and notifies its observers (the View).

      4 - In its update() the View gets a copy of the Labyrinth calling GameState.getLabView() and draws it based on that.

      5 - The Controller calls System.Exit() if the conditions for Game Over or Win are met or if the player types "x".
}