External Document:

People will move by means of threads whose people are images that will have a horizontal movement.

Based on that when you enter the game, one selects the characters and once selected you have to see them swimming at the moment you start or start the game, you select the moment you start the game or competition, once the competition ends , We can see the statistics of the moment of the game as far as and you can delete the history of the statistics that have so far.

Finished this game you can select the other game, then a summary of the Documentation in general about the games.

Ite along the window, and they will stop in a range that has as distance the panel.

It is worth emphasizing that when you select the statistics button, a list of the statistics that you can see so far will be displayed, each option has a number, selecting the number will open a window with the answer

In the first class called start is called the process of the game so that you can run and start the competition.

Once entered it displays the called start as class QA that initiates everything.

In this class called QA you will find the instructions and the competitors that will compete, and button that when clicking you will display a question of how many competitors you want in the competition, after having answered the question of how many competitors, you will get a list of the Competitors, who can choose by the number they have, you can choose from the bottom up, or from top to bottom in whatever way and any one you are.

Once selected the competitors that have been listed, they will be in the pool whose names.

In the class Swimmers   
threads is the process and the route of the characters besides the duration and their respective names that were selected previously.

Another class that is linked to this call Swimmers is the range and distance in addition to the amount of swimmers.

In the class Clock COM is the one that allows to see the time of the route of a competition.

In the QA class, in addition to viewing the external options, you will also find the options inside the player selection, about 30 options at random and once selected the class is called according to the chosen competitors.

People will move through strings whose people are images that will have a horizontal movement, will have a limit along the window, and will stop in a range that has the distance of the panel. It is worth emphasizing that when you select the statistics button, a list of the statistics that you can see so far will be displayed, each option has a number, selecting the number will open a window with the answer.

The second game of the project the main difficulty was how to start, since I had no idea to create a matrix after investigating I understood the topic better in my case the matrix is made of lable with numbering from 1 to 4, 1 is floor, 2 Wall, 3 character, 4 joker. The next thing I did was through the numbers that were in the logical matrix, represent them with images in the graphical matrix and thus create the graphical map of the game, A if true the game consists of 2 matrices, which are logic and The graph, in the logical matrix is where all modifications are made, and the graph is the matrix that the user of the game sees where everything is represented.

In the next thing I thought was the movement how to make the character be asked to move, after research I put it into practice, but for some reason the character could not move, at first I thought it was code problem and no matter how much Delete it and make it back did not work, after looking a little deeper I realized that the problem was that on the main panel there were 2 panels the graphic matrix panel and the question system panel which the event Of the keyboard did not know which to cover so I answered, and this caused the problem, after several options try to do it in 2 jframe one the game and the other the questions, after starting it that way I did not like it as I left, so I came back To try it with a panel and after several attempts of with the jpanel.setVisble () solution, this line saved my life.

Finally and the most boring came the issue of verifications, the subject of verifications of jframe that would be between the wildcard and the game use the global variables as a base, and in the same jframe use verifications as always use them, try to close all The verifications that I saw, surely I escaped some as always.

That would be all.