

PACKMAN

Game explanation:

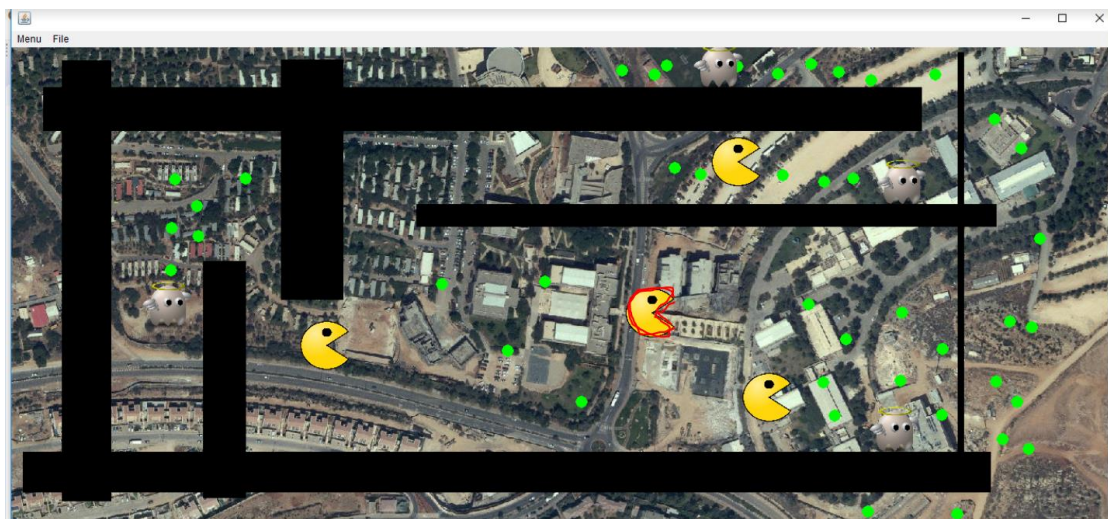
Pack-Man is a maze game.

The player must maneuver Pac-Man (a small yellow circle with a mouth) and navigate it through a labyrinth, while eating fruit. The stage ends when all fruits are eaten. In addition, four ghosts roam around the maze to catch Pac-Man.

In our project the game is a simulation played on the map of Ariel, Israel.

One option for the game: Move the player manually

Second option for the game: The game is performed by an algorithm.



System structure:

Packages	interface	Classes
Algorithms		DijkstrasAlgorithm
Coords	coords_converter	MyCoords
File_Format		Csv2Kml,CSVReader, csvWriter,path2kml
Geom	Geom_element	MyGeomElement, Point3D , Circle
GIS	GIS_element , GIS_layer , GIS_project , Meta_data	myGisElement, myGisLayer, myGisProject, myMetaData
Game		Packman,fruit,game,path, Solution,MapObject
Map		MyMap,GeoPoint, TestConversions,ZoomPanel2
GUI		SimpleJButton,jFrmGaeGraphics, myFrameWx4
Test		testCoords

Game goals:

The goal of the game is for the packmans to eat all the fruits in the shortest possible time

Algorithm to calculate path:

Dijkstras algorithm

How to play?

→ File → load game → choose file

→ add item → add player

→ run game

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→ when you want to stop the simulation game press : menu and then stop game

How to save the game in CSV file?

File→save game →choose folder→ change file extension to .csv

How to upload a saved game CSV file?

File→load game→choose file to open

How to save a file as a KML in order to run it on google earth?

File→save game →choose folder→ change file extension to .kml

Built With:

Eclipse software

Master class diagrams:

Attached to the project

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Authors:

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Resources:

* <https://he.wikipedia.org/wiki/%D7%A4%D7%A7-%D7%9E%D7%9F> -
packman