Game Of Packman

This project represent a Packman game

Getting Started

There is 2 Options to play the Game:

1) Manual Mode - load the game in file on the menu bar place your packman on the map by clicking the player option in the menu bar the run the game by clicking run Manual on the game in the menu bar.
   To move your packman click by mouse on the map in the direction you want.
2) Automatic Mode – load the game and place your packman as in the manual mode, and click Auto run.
   In this mode your packman and the packman will eat all the fruit automatic, and your packman will avoid the blocks on the map.

Description

- Include 6 packages such as:

   1.Algo - the algoritiom for the packman in the auto mode that Decide the best way to eat the fruit.

   2.Game – include 6 classes as the main Game and all the objects of the game like the packman the fruits the ghost and the blocks on the map

   3.Coords – include a myCoords class that has all the Calculations for coordination's

   4.Fileformat – a package that create a csv file and convert from csv file to code .

   5.Gui – the Gui for the game

   6.map – This class represents a Calculations on the map of the gui in the game.

Built With

- Eclipse - integrated development environment (IDE) used in computer programming built by Oracle

Contributing

Please read CONTRIBUTING.md for details on our code of conduct, and the process for submitting pull requests to us.

Authors

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Acknowledgments

- https://developers.google.com/kml/documentation/time

- https://stackoverflow.com/questions/38748832/convert-longitude-and-latitude-coordinates-to-image-of-a-map-pixels-x-and-y-coor

- https://he.wikipedia.org/wiki/%D7%90%D7%9C%D7%92%D7%95%D7%A8%D7%99%D7%AA%D7%9D_%D7%93%D7%99%D7%99%D7%A7%D7%A1%D7%98%D7%A8%D7%94

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