

Game

This project is a game that has packman and fruits and the packmens has to eat all the fruit as fast as they can'

Instruction

1)you can make packman and fruits by clicking or by uploading a saved game

2)click run to play the game

3)click kml to save file of kml.

Description

- Include 9 packages such as:

1.algo

2.Game

3.Coords

4.fileformat

5.geom

6.gis

7.gui

8.map

9.threads

Built With

- Eclipse

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>
- Module arial – code from the d"r Elizabeth and miss Anna Ferber

Package GAME;

Include 3 classes

- Packmen - each packmen get id number ,speed ,radius to eat, coordinates by longitude and altitude .
Any fruit that the packmen eat , it adding to internal array list of the packmen.
- Fruit - each fruit get id number , coordinates by longitude and altitude .
- Game - management the game , holder array list of packmen and fruit.
The target is to eat all the fruit in minimum time.

Package ALGO;

- ShortestPathAlg - Calculates distances between all the packmen and all the fruit.
Incase that the algorithm find the closet fruit to some packmen ,
The packmen eat the fruit and remove the fruit from the arraylist,
considering in the time that take to eat the fruit.

Package Coords;

- Mycoords-

Package gui;

- Main windows- created the frame , read all the packmen and fruit from csv file and insert new creatures by the user.
Paint in pixel the creatures .

Package threads;

- Run packmen-create thread for any packmen ,and update the location of the packmen

Package Map;

- Map- convert coordinates by longitude and altitude to pixel with consideration in the size of the height and width of the frame.

Package threads:

- **PointOnVector** - represents the Point on vector between packman and fruit in the game.

- **RunPackmen** - represents a Thread in the game that affect the movment in the gui.

Package fileFormat

- **MultiCsv** - represents a file foramt for copule options.

- Method:
 - GisLayer Csv2Layer
 - RecursiveFile
 - displayDirectoryContent
 - Project2Kml
 - PrintWriter Game2csv
 - Game2Kml
 - layer2csv
 - Time2Kml

Package geom

- point 3D
 - represents the Point in 3d
- Geomelement
 - distance2D

