**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 ,radious to eat, coordinates by longute 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 longute and altitude .
* Game – management the game , holder array list of packmen and fruit.

The target is to eat all the fruit in minmum time.

Package ALGO;

* ShortestPathAlg - Calculates distances between all the packmen and all the fruit.

Incase that the algoritem 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 longute and altitude to pixel with consideration in the size of the highet and witdh 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
  + RecusiveFile
  + displayDirectoryContent

Project2Kml

PrintWriter Game2csv

Game2Kml

layer2csv

Time2Kml

Package geom

* point 3D

**-** represents the Point in 3d

* Geomelemt

**distance2D**