

Ex3 – readme

This is a second assignment on a three parts project on OOP course in computer science department of Ariel University.

In this project I've made a packman game which displayed on google earth screenshot image that simulates the application.

In the game there are things called packman which presented as a yellow circles , and fruits as red circles. The goal of the packman is to eat all of the fruits in minimum time. For that , I've made an algorithm who finds the closest packman and fruit, and then perform a eating process.

The process itself will be displayed on the picture on real time.

Every time a packman eat a fruit , the program will save this point (of the fruit) in a list of point which represent the packman's path.

Finally the game ends when the packmen ate all of the fruits.

To create the game there are two options :

I . Loading a Csv file which contain the game's data.

II. Locating packmen and fruits manually.

(Note : In order to start the game you may have to click on the screen first).

In addition there are two ways to save the game :

As a KML file – which can be displayed on Google Earth.

As a CSV file – Which contain all of the game's data such as ; IDs , current coordinates , packman path and number of fruits that the packman ate.

(Note : in order to start the game you have to run the GUI firstly).

Information about the classes and function of this project can be found on the attached JavaDoc.