CRC Cards for Ms. Pacman

Group: Breakfast

GameObject

Interface that descries the common essential behaviors of all characters in the game. This includes draw() and update()	Ghosts Pellets Cherries

ArcadeList

A list of Arcade objects. In a pacman game lifecycle, there may be more than one arcade used. This list manages to control and update each individual Arcade.	Arcade

Arcade

Hold 1 Arcade object that describes the layout of the map. The Arcade object provides a coordination system and constraintes so that the game objects such as the pacman, pellets, and cherries can be hold upon.	ArcadeBlock

ArcadeBlock

The ArcadeBlock is most fundamental building block to an Arcade. The ArcadeBlocks are of the same shape but with different coordinates and properties.	N/A

Pacman

Save all 4 Pacman faces/directions into an array and be able to return the correct face with animation based on the direction argument passed be the caller object	Bitmap (Java util)

Ghost

It stores and renders all 4 ghosts, and contains their logic control without user input.	GhostControl

GhostControl

ramdomized Ghost's movement.	N/A

PacmanActivity

initialize the game and set up all screen configuration (fill sceen, and maybe landscape mode). Handle pause and resume situations.	PacmanGame

PacmanGame

initialize the all images, such as the Pacman, ghosts, obstacles, ect. Run the game until all 3 lives of the pacman have been consumed. be able to move the Pacman. Be able to detect collision.	Pacman Ghost Arcade ScoreSystem PlayerInput GhostControl

PlayerInput

Be able to register the user input through swipes (up, down, left, and right) and return the command back to the caller object (PacmanGame)	N/A

ScoreSystem

Seperate class for keeping the scores of the pacman game, will be initialized in Pacman Game, Keep tract of the scores that the pacman is gaining. Based on the different pellets that pacman eats, score different score will be added. Also have a boolean value for cherry, if cherry is eaten, everything gets eaten after will counts double of its original points.	pacmanGame Pellets PowerPelletCell Cherry

Pellets

Has the collection of pellets, i.e. pelleteCell, powerpelletCell. Initialze the location of each cell, and their points. Visibility states.	PelletCell PowerPelletCell ArcadeBlock PackmanGame

PelletCell

Each cell has type of pellets, State: uneaten/visible, eaten/unvisible. Initializes with points, if gets eaten then decrement the points	Pellets

PowerPelletCell

Inherites the pelletcell, but has different points, look and locations.	Inherites the PelletCell

Cherry

Independent class for dispalying the cherry for the pacman. Initialize with certain condition and will be controled by the game object. Also get the avaliable locations from the arcadeblock.	ArcadeBlock PackmanGame

UserInput

This objects works as a listener to the touch events on the screen. It extract essential information from each touch event and keep the information so that functtions in other threads can use it.	listener (Java util)

JsonParser (ArcadeDecoder)

The Aarcade information is kept in a JSON file. This object reads the file and calls the construtor of ArcadeList	JsonReader (Android IO)

CollisionDetector

This object takes 2 Obstacle objects and determine if they have collided into each other.	Obstacle

Obstacle

This object takes a game object and transorm it into a obstacle.	Obstacle