Specification review

Points to review

1. Updating the foreign pacman

In your specification, you mentioned that when a foreign pacman enters our maze, we should send a FOREIGN\_PACMAN\_ARRIVED message to the remote machine. This also applies to FOREIGN\_PACMAN\_LEFT, FOREIGN\_PACMAN\_ATE\_GHOST, and FOREIGN\_PACMAN\_DIED, all of which grouped under FOREIGN\_PACMAN\_UPDATE. However, what was stated in the brief was that our machine needs to always update the location and the state of our LOCAL or AWAY pacman, which also means that the FOREIGN pacman is left to the remote side to update.

Using your specification, our LOCAL server will not be able to know when the FOREIGN pacman enters our screen until the remote side sends us a message, and will hence be unable to update the position of the FOREIGN pacman. Similarly, our model needs to send the remote side a message indicating that our pacman has entered their screen in order for them to start displaying our AWAY pacman on their screen. This is also repeated for PACMAN\_LEFT,