Project Title: Kabaddi Game Simulator

Description:
The Robo Kabaddi simulator package is built in java and is exported as a jar library. This library an imported by the client to program strategy and test their effectiveness in a competition. The rules of Kabaddi game are embedded into the simulator. Parameters for the game domain can be changed as per the requirement.

Kabaddi Game Simulator file architecture:

```
Kabaddi/
├──── Agent
│      └──── Agent.java
├──── Comm
│      ├──── SerialCommands.java
│      └──── SerialIO.java
├──── Controller
│      ├──── Controller.java
│      ├──── Cordinator.java
│      ├──── CountDownTimer.java
│      └──── Threads
│             ├──── AntiRaiderThread.java
│             └──── RaiderThread.java
├──── Engine
│      ├──── Engine.java
│      └──── Strategy.java
├──── READ ME.txt
└──── Simulator
        ├──── KabaddiConstants.java
        ├──── KabaddiSimulator.java
        └──── View
               ├──── DataView.java
               ├──── EastDeskView.java
               ├──── FieldView.java
               ├──── SimulationView.java
               ├──── SimulatorView.java
               ├──── StatusView.java
               ├──── Threads
               │      └──── ViewThread.java
               └──── WestDeskView.java
```