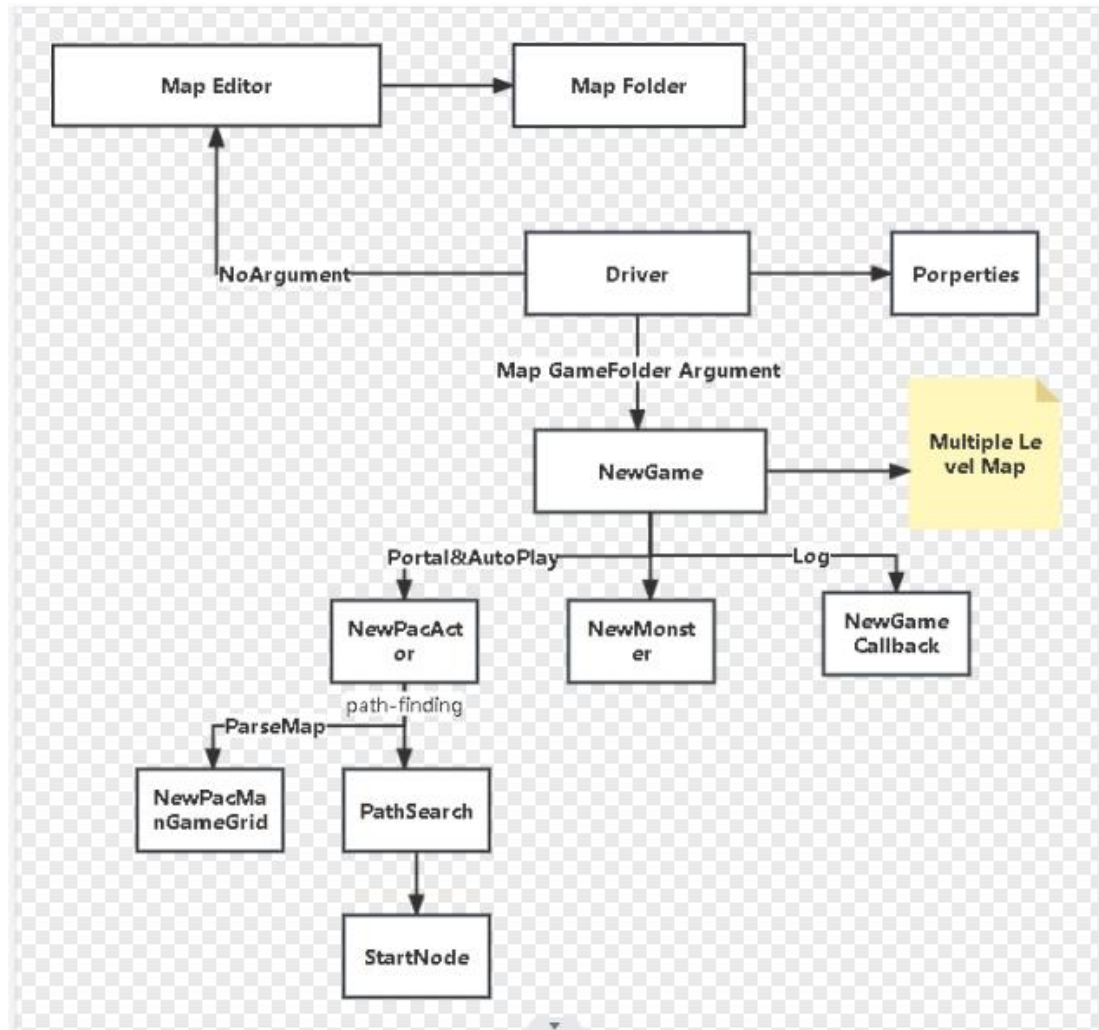


System & Editor Design



Integration

Based on Gof OCP, implement new classes for new game.

Multiple Levels/Maps implementation

NewPacManGameGrid can parse xml file from test editor and map to every cell.

Portals

In NewActor it will be added for this new capability action.

AutoPlayer

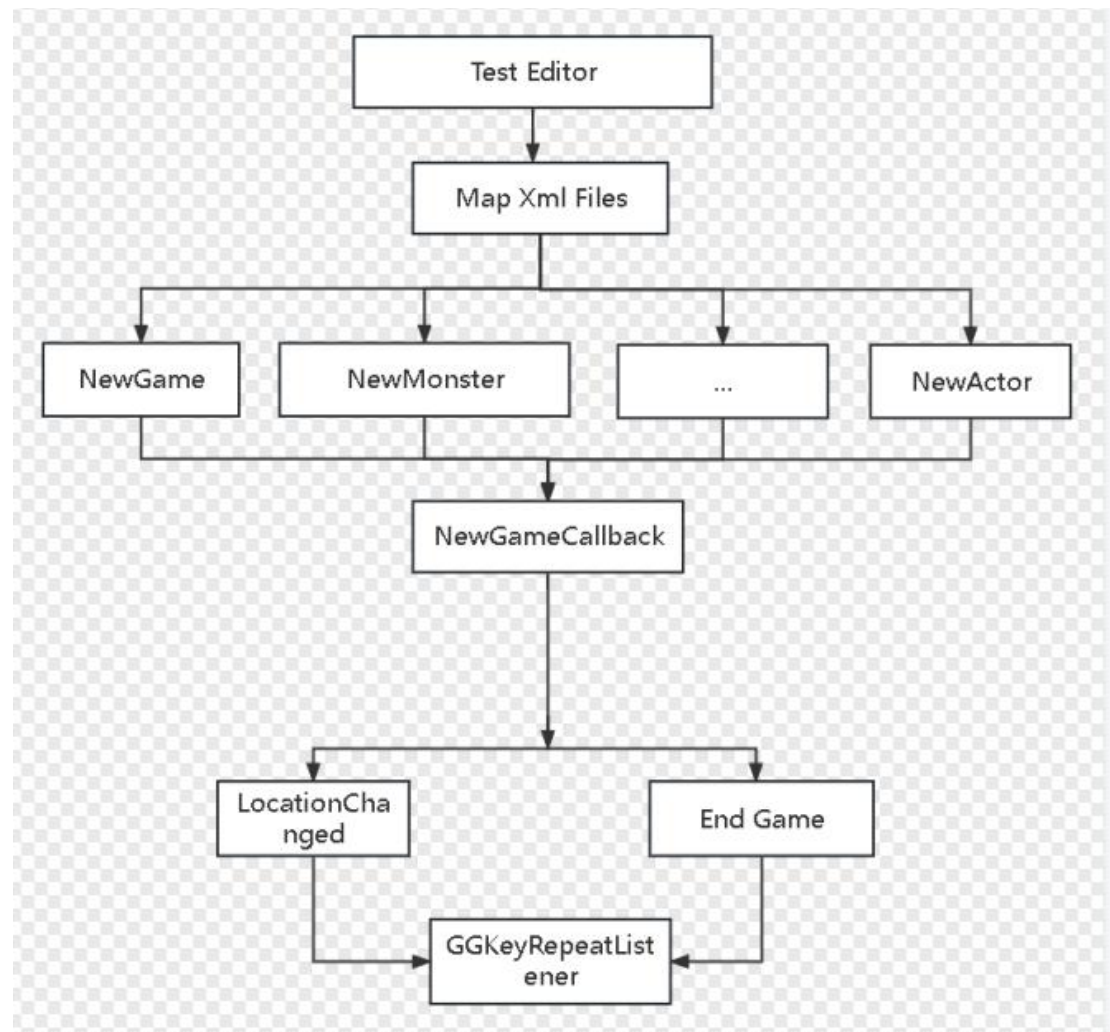
Trace realtime on/off in status in NewGame and operate. See details to static class model description.

Level Check

Easily add/remove checks after parsing xml files in NewPacManGameGrid, here can use policy design pattern to support different rules.

Game check

Automatically check rules when starting to make sure tester normally started.



1. Map Editor output map file to folder which tester can use multiple xml files which generated by map editor.
2. When NewGame finished successfully, then go to next map to recreate based on file counts
3. NewGame class calls NewMonster NewActor ect to support new capabilities.
4. GGKeyRepeatListener can trace the key/game status to support rich actions such as portal.

run ways

1. import project into idea for compile new class
2. then configure and add argument 'game' will run test mode, or editor mode
3. if want change sth or errors, maybe modify DEFAULT_PROPERTIES_PATH and DEFAULT_MAP_PATH in Driver.java
4. or directly run in output folder using java command:

e.g.

cd your-class-root-folder

```
Java -classpath  
your\work\out\production\swen30006;E:\work\lib\JGameGrid.jar;your\work\lib\jdom-1.1.3.jar  
src.Driver game
```

classpath needs to be modified to adapt to your local

5. Begin with autoplayer model , use 'ESC' key to switch autoplayer on/off