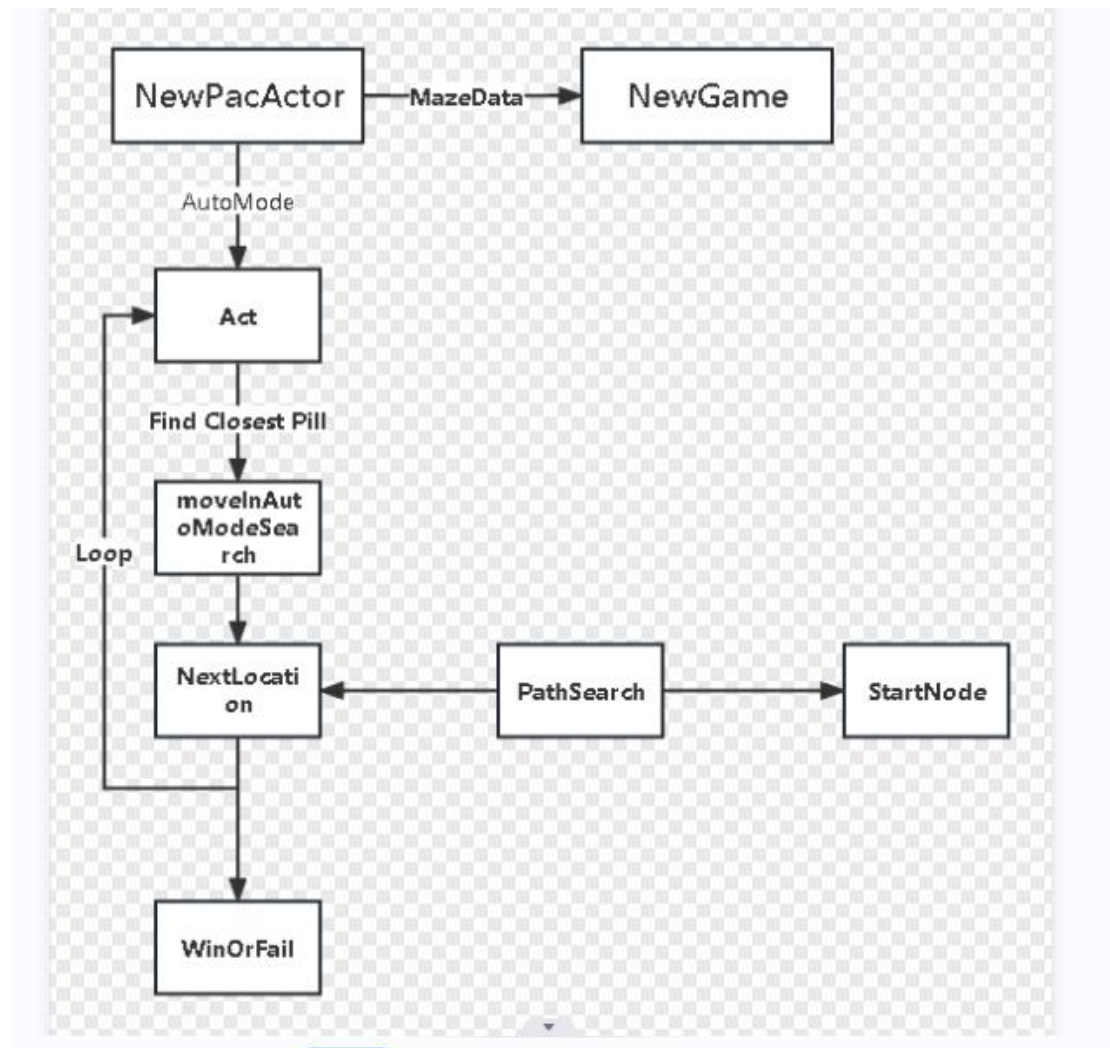


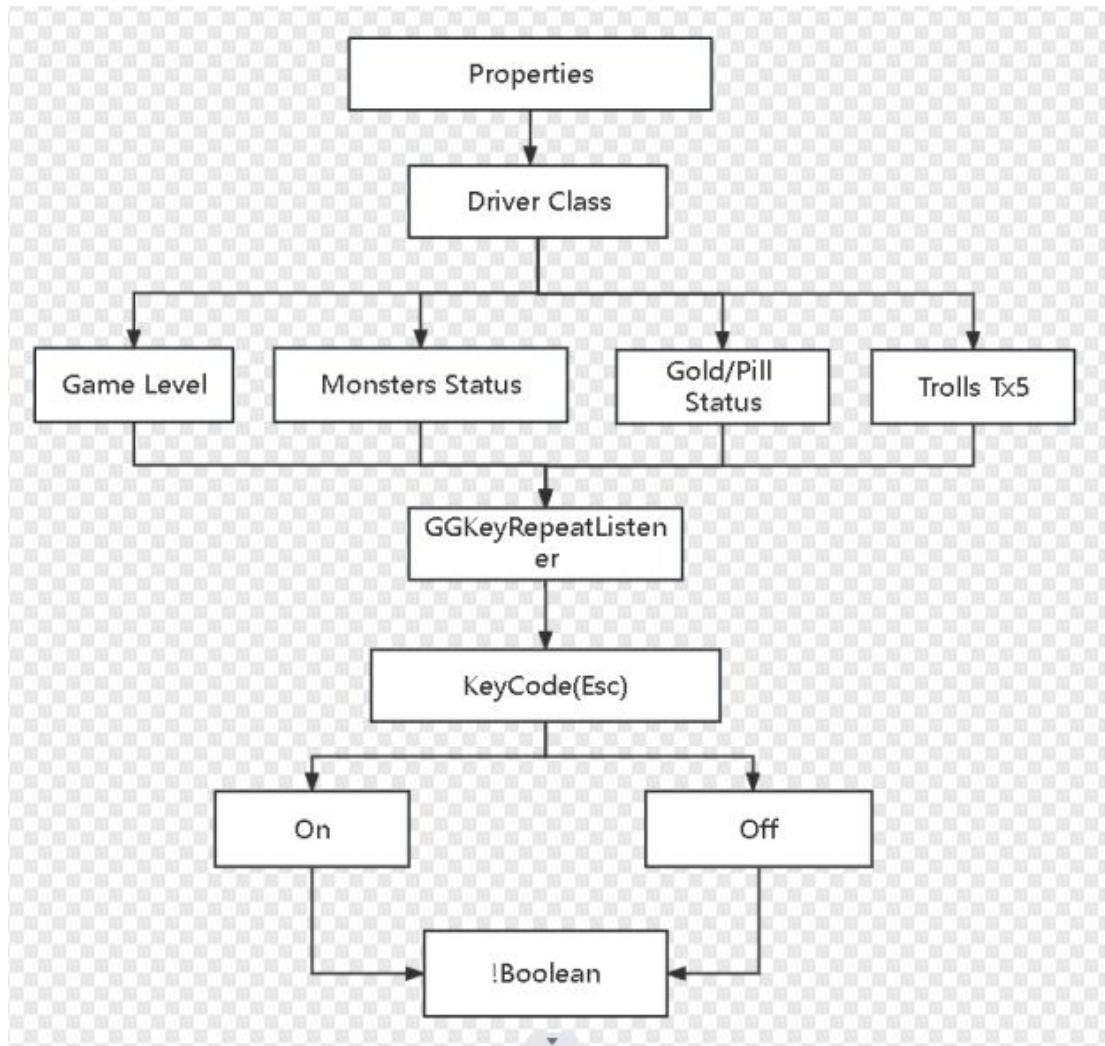
Design of autoplayer

Path-Finding Diagram



1. Use PathSearch to find the closest pill path. Every point as a StartNode with x,y value.
 2. When NewGame started and autoplayer enabled, NewPacActor will enter autoplayer model and start to search closest pill node and run.
- Every move will be filtered by all pill list without visited

Settings Diagram



1. GGKeyListener can trace different values and status for game such as game level, pill ect.
2. When keycode=27 esc key, system can catch automatically and switch autoplayer on/off
3. Also support all levels.
4. For path-searching implmentation , please check static class model document.