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|  |  |  |  | 10/11/2021  Maintaining Large Software Systems | |
|  | PACMAN  REPORT | | | | |
|  |  | | | | |
| Isaac Isewede | |  |  |  |  |

1. **CHANGES TO CODEBASE to take one string input while running the game instead of two**

Project file – Simulator/Program.cs



Commented out string variable Agent – Line 27.

Commented out string array Agent – Line 32.

Commented out the Agent argument in the startVisualizer method – Line 36.

Commented out the while (true) loop – Line 38.



Commented out the string Agent parameter in the startVisualizer method – Line 54.

Commented out the Agent parameter in the new instance of the object Visualizer

and method – Line 56.

Commented out the Agent parameter in the startVisualizer method call

Project file – Simulator/Visualizer.cs



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Commented out the Agent parameter in the Visualizer constructor parameter – Line 97.

Change the argument of the if statement from the string Agent to AgentFile – Line 127.

Change the argument of the Parse function string Agent to AgentFile – Line 143.

1. **CHANGES TO THE CODEBASE to move using MTS algorithm**

Project file – Ghosts/Ghost.cs



Void method MTS with a parameter and object Entity class entity – Line 139.

Implement a list of an enumeration type direction to a variable possible that takes a method and returns the possible directions – Line 142.

Calculate the distance of all 4 float variables – Line 147-150.



Initialize a float variable gmin to calculate the min value of all 4 float variables – Line 151.

Use if statements to define a direction to take based on the minimum value of all 4 float variable calculation – Line 153- 182.

Project file – Ghosts/Brown.cs



Called the MTS method in the override move method with argument GameState.Pacman – Line 39.



Commented out the MoveRandom method – Line 40.

**KEY**

Functions –

Types –

Variables/object –

Statements –