

# Pacman Architecture

March 17, 2014

A set of source files is given in the web site, this is an implementation of the Pacman Game.

## Exercise 1

1. Build detailed classe diagrams of each of the three modules: `game`, `base`, `pacman` independantly and give a global package diagram to show relationships between the modules.
2. Give the collaboration diagram corresponding to the method `draw` in the class `Pacman`.
3. Give the sequence diagram corresponding to the method `init` in the class `PacmanGameLevelDefault`.
4. Give the state diagram of an objet belonging to the `UniverseDefault` class.
5. Give the state diagram of an objet belonging to the `GameMovableDriverDefault` class.

## Exercise 2

1. Identify cases of task delegation through objects and explain how it works.

## Exercise 3

1. Which Design Patterns have been used in this application ? For each one give arguments in favor or in de-favor of this using.
2. Suggest a new organisation of the software separating the two concerns :
  - maintainers of the game in charge to add new rules or features,
  - security of the application to guarantee to not crash.