

Mobile Application Development for BlackBerry Devices

Assignment 5

Learning Objectives:

A very important learning objective is to learn how to use threads within mobile applications. Being able to modify graphical user interfaces from outside the thread it was created on is crucial in more complex applications.

Part 1 – Pacman Full Game:

Bring it all together!

The challenge is now to build the AI and bring the game together. The AI must move on its own, all 3 ghosts must play. If a ghost moves into Pacman's spot Pacman must die. Using what you have learned through out this course ensure that there will be no issues with 4 “players” moving (3 AI, and 1 human).

Note: invokeLater will be crucial when using Threads.

Screenshots:

