

This directory contains the GameKit examples.

PacMan is the classic game of PacMan done up GameKit style. It's a big example and shows how to subclass many of the GameKit objects.

NX_Invaders is in the wings. When It's ready for alpha testing, I'll drop it in here. I had a working version for a while, but I have managed to break most of it and am in the process of a complete re-write. (This time, I'll ^ado it right.º)

There are also a few little applets planned to show off various parts of the GameKit. If you have any ideas as to what might be interesting, drop me a line!

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