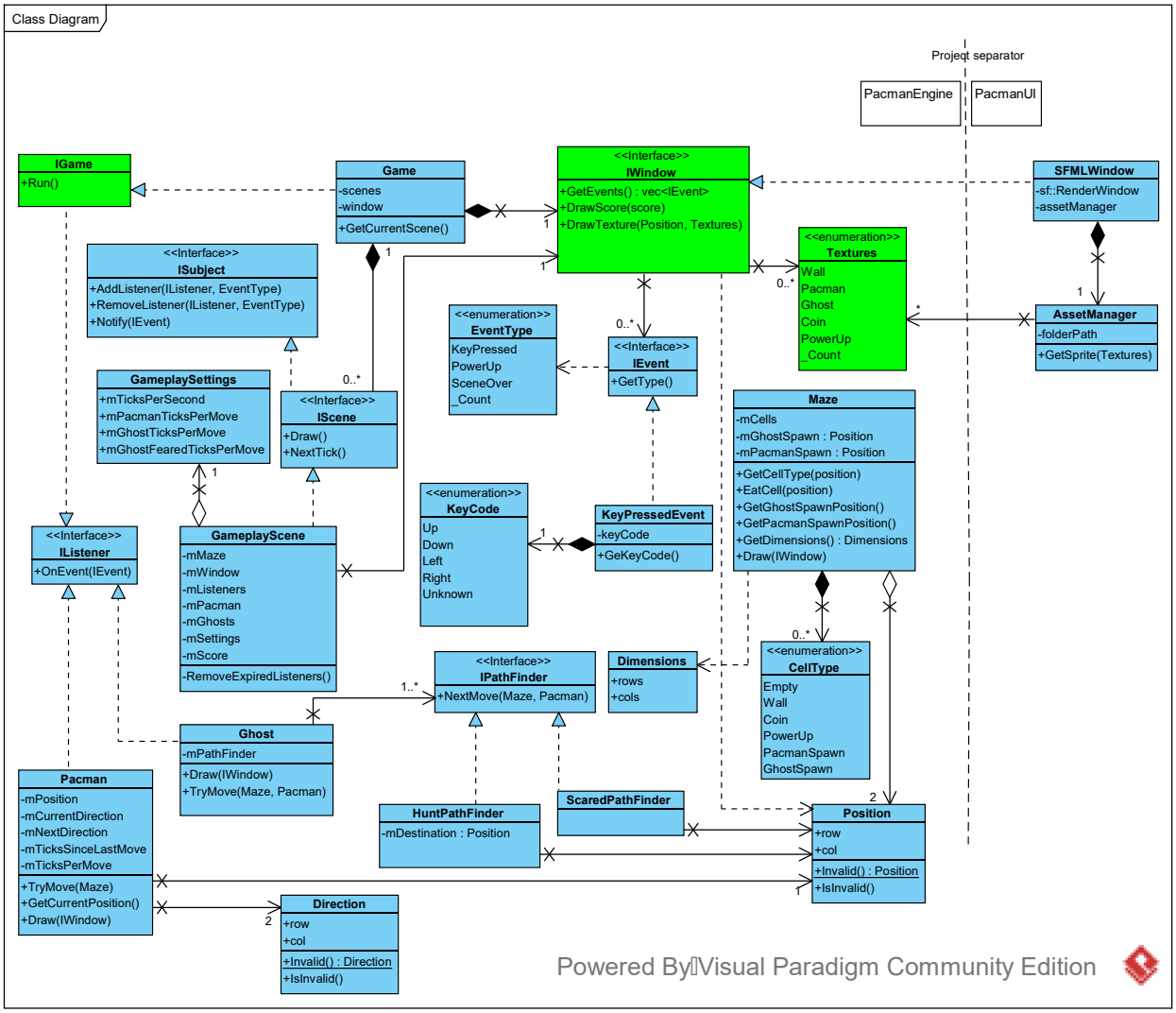
Class Diagram
Project separator
PacmanEngine
PacmanUI
IGame
+Run()
Game
-scenes
-window
+GetCurrentScene()
<<Interface>>
IWindow
+GetEvents() : vec<IEvent>
+DrawScore(score)
+DrawTexture(Position, Textures)
SFMLWindow
-sf::RenderWindow
-assetManager
<<Interface>>
ISubject
+AddListener(IListener, EventType)
+RemoveListener(IListener, EventType)
+Notify(IEvent)
<<enumeration>>
Textures
Wall
Pacman
Ghost
Coin
PowerUp
_Count
AssetManager
-folderPath
+GetSprite(Textures)
<<enumeration>>
EventType
KeyPressed
PowerUp
SceneOver
_Count
<<Interface>>
IEvent
+GetType()
GameplaySettings
+mTicksPerSecond
+mPacmanTicksPerMove
+mGhostTicksPerMove
+mGhostFearedTicksPerMove
<<Interface>>
IScene
+Draw()
+NextTick()
Maze
-mCells
-mGhostSpawn : Position
-mPacmanSpawn : Position
+GetCellType(position)
+EatCell(position)
+GetGhostSpawnPosition()
+GetPacmanSpawnPosition()
+GetDimensions() : Dimensions
+Draw(IWindow)
<<enumeration>>
KeyCode
Up
Down
Left
Right
Unknown
KeyPressedEvent
-keyCode
+GeKeyCode()
<<Interface>>
IListener
+OnEvent(IEvent)
GameplayScene
-mMaze
-mWindow
-mListeners
-mPacman
-mGhosts
-mSettings
-mScore
-RemoveExpiredListeners()
<<Interface>>
IPathFinder
+NextMove(Maze, Pacman)
Dimensions
+rows
+cols
<<enumeration>>
CellType
Empty
Wall
Coin
PowerUp
PacmanSpawn
GhostSpawn
Ghost
-mPathFinder
+Draw(IWindow)
+TryMove(Maze, Pacman)
Pacman
-mPosition
-mCurrentDirection
-mNextDirection
-mTicksSinceLastMove
-mTicksPerMove
+TryMove(Maze)
+GetCurrentPosition()
+Draw(IWindow)
HuntPathFinder
-mDestination : Position
ScaredPathFinder
Position
+row
+col
+Invalid() : Position
+IsInvalid()
Direction
+row
+col
+Invalid() : Direction
+IsInvalid()
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