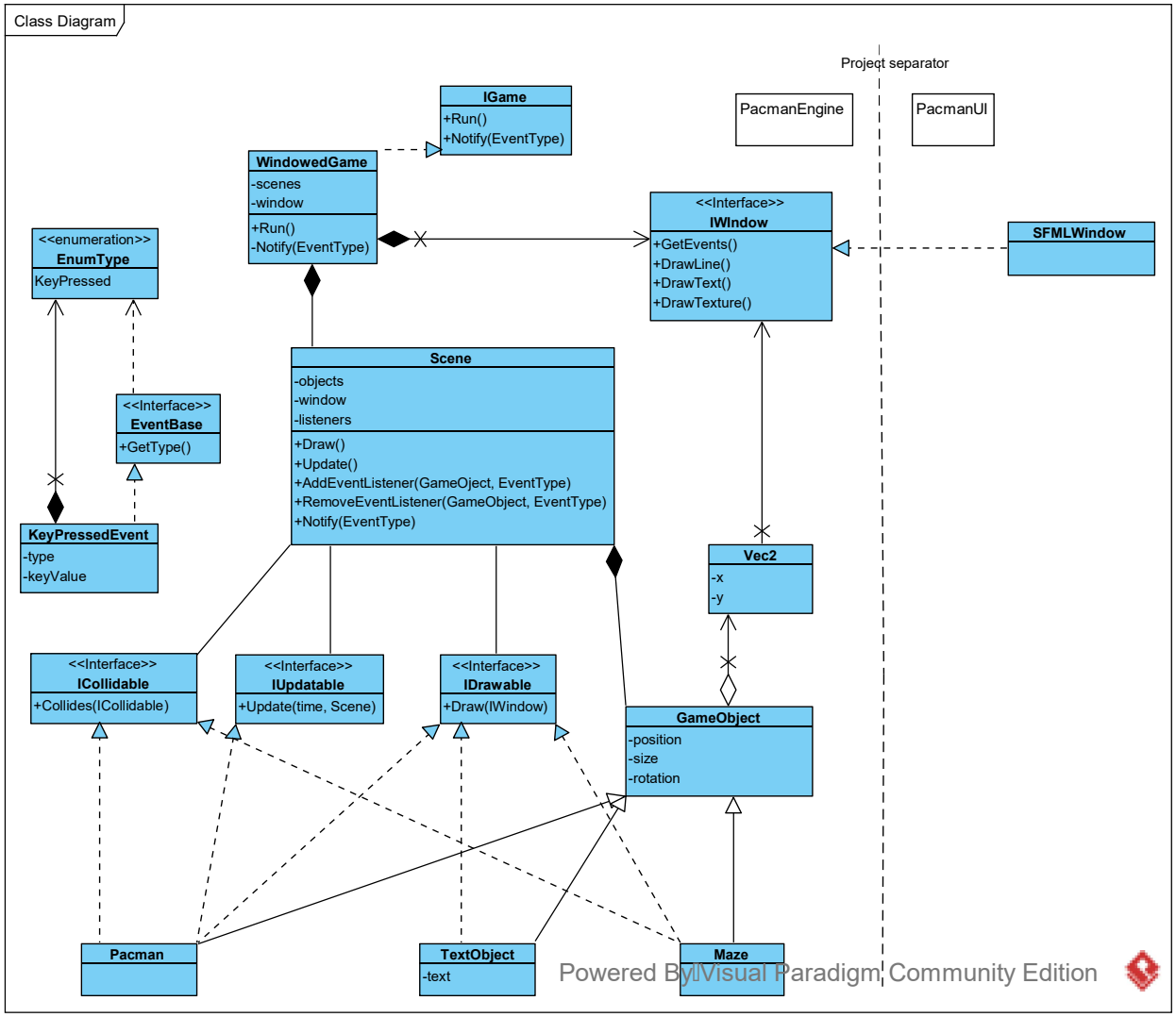
Class Diagram
Project separator
PacmanEngine
PacmanUI
IGame
+Run()
+Notify(EventType)
WindowedGame
-scenes
-window
+Run()
-Notify(EventType)
<<Interface>>
IWindow
+GetEvents()
+DrawLine()
+DrawText()
+DrawTexture()
SFMLWindow
<<enumeration>>
EnumType
KeyPressed
Scene
-objects
-window
-listeners
+Draw()
+Update()
+AddEventListener(GameOject, EventType)
+RemoveEventListener(GameObject, EventType)
+Notify(EventType)
<<Interface>>
EventBase
+GetType()
KeyPressedEvent
-type
-keyValue
Vec2
-x
-y
<<Interface>>
ICollidable
+Collides(ICollidable)
<<Interface>>
IUpdatable
+Update(time, Scene)
<<Interface>>
IDrawable
+Draw(IWindow)
GameObject
-position
-size
-rotation
Pacman
TextObject
-text
Maze
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