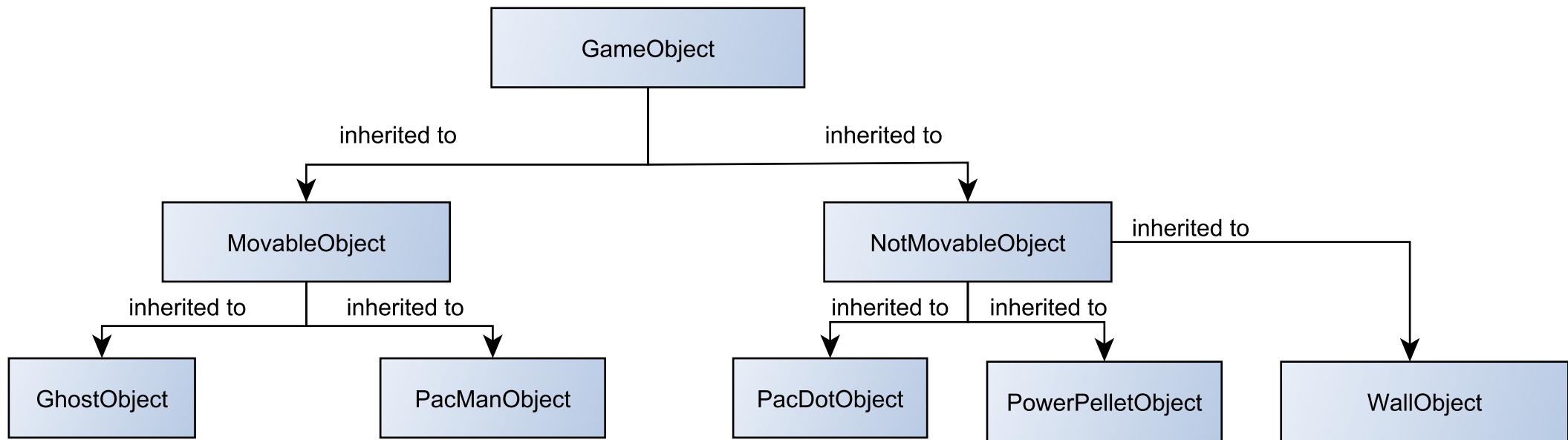


Pac-man 2D arcade game class draft



"GameObject" members

```
private int x
private int y
private int colorId
```

"MovableObject" members

```
private int x
private int y
private int colorId
public void move()
```

"NotMovableObject" members

```
private int x
private int y
private int colorId
```

"PowerPellet" members

```
private int x
private int y
private int colorId
private definedPoints
```

"PacManObject" members

```
private int x
private int y
private int colorId
private int livesCount
private int points
private boolean pelletEaten
public void move()
```

"GhostObject" members

```
private int x
private int y
private int colorId
private boolean isExposed
public void move()
```

"PacDotObject" members

```
private int x
private int y
private int definedPoints
private int colorId
```

"WallObject" members

```
private int x
private int y
private int colorId
```