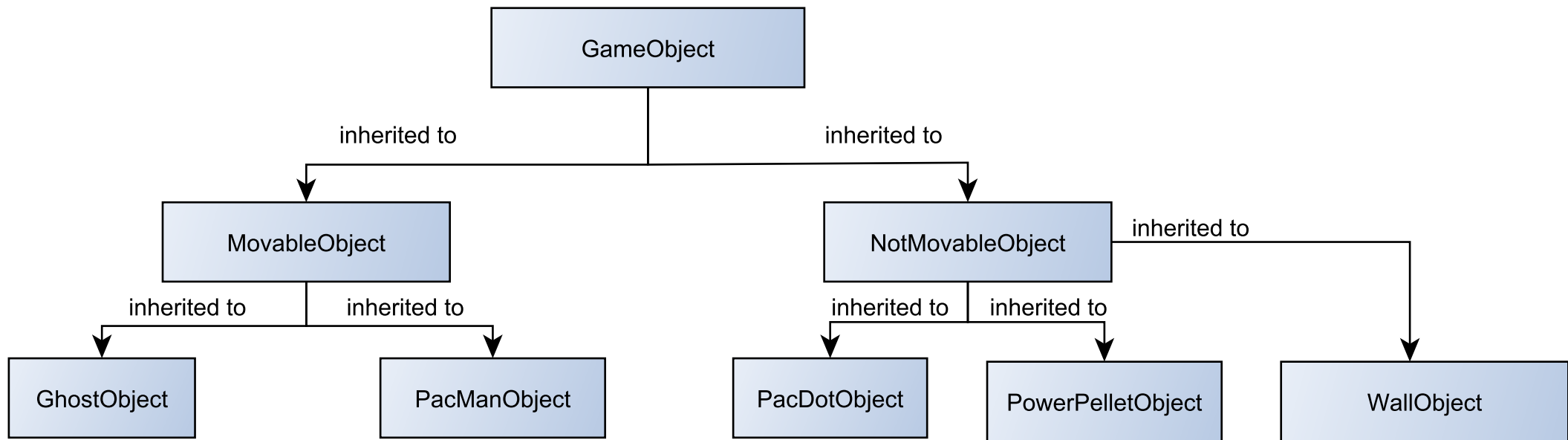


Pac-man 2D arcade game class draft



"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