



The above is probably a somewhat familiar looking setting. You are tasked with creating the OOP implementation of PacMan vs Ghost Monsters.

The Game has PacMan, and Monsters, who are able to move around an X/Y Coordinate Grid. The Player should hold information of name, starting health or maximum health, and the current health. Any monster should have a damage associated with them that would subtract from the player upon collision.

Your task is not to make the game.

Your task is to design the OOP hierarchy, general attributes and abstracted methods that could then be used as implementations within the games logic system.

One such abstracted solution could be as below:

