UndoGame

-GameHistory: Matrix
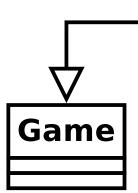
+undo(): void
-undoPlayer(): void
-undoGhost(): void
-removeFood()
-addGhostMovements(someGhost:Ghost,di
-addPlayerMovements(dir:Direction): v
-addFoodConsumed(food:Food,tile:Tile)
-undoFoodPoints(player:Player,food:Fo

Game

IPacman

+undo(): v

r:Directions): void
oid
: void
od): void

InteractionwithUndo

void

UndoButtonPanel

```
+undo():  v
```

Pacman

```
+undo():  v
```

void

```
┌────────────────────────────┐
│   IPacmanInteractio         │
├────────────────────────────┤
│                             │
├────────────────────────────┤
│                             │
└────────────────────────────┘
              △
              ┊
              ┊
┌────────────────────────────┐
│   PacmanInteractio          │
├────────────────────────────┤
│                             │
├────────────────────────────┤
│                             │
└────────────────────────────┘
              △

┌────────────────────────────┐
│   InteractionwithUndo       │
├────────────────────────────┤
│                             │
├────────────────────────────┤
│ void                        │
└────────────────────────────┘
```

UndoButtonPanel

+undo(): void
#initializeUndoButton(): void
-undoButton(): JButton

<<swing>>
ButtonPanel

<<swing>>
PacmanKeyListener

UndoKeyListener

+keyPressed(event:KeyEvent): void

```
<<swing>>
MainUI
```

UndoablePacman

+undo(): void
-enableStartStop(): void