Ghost

- movement: int

+

Pacman

-

+ Move(char input): void

+ Die(): void

Character

- gameobject: gameObject

- health: int

+

Location

- xlocation: int

- ylocation: int

+ getXlocation(): int

+ getYlocation(): int

gameObject

- location: Location

-

+

Map

- height: int

- width: int

- grid: char [][]

+ getHeight(): int

+ getWidth(): int

+ canMovePLayer(char input): boolean

Wall

- gameobject: gameObject

+

Collectible

- gameobject: gameObject

+

PowerUp

-

+

Fruit

-

+

Dot

-

+

TextGame

- isRunning: boolean

- map: Map

+ getIsRunning(): boolean