Pacman

- dX: int

- dY: int

- lives: int

+ getLives(): int

+ Move(char input): void

+ Die(): void

Collectible

- gameobject: gameObject

+

GameObject

- coordinate: Location

+ getCoordinate():

Map

- player: Pacman

- height: int

- width: int

- grid: int [][]

- startLocation: Location

+ getHeight(): int

+ getWidth(): int

+ getPlayer(): Pacman

+ canMoveCharacter(char directionInput): boolean

+ printMap(): void

+ getWidth(): int

+ canMovePLayer(char input): boolean

Location

- xlocation: int

- ylocation: int

+ getXlocation(): int

+ getYlocation(): int

+ isEqual(Location old): boolean

+ changeLocation(int xChange, int yChange): void

Ghost

- movement: int

+

Character

- direction: char

- isEvading: boolean

+ getDirection(): char

+ isEvading(): boolean

Wall

- gameobject: GameObject

+

PowerUp

-

+

Fruit

-

+

Dot

-

+

TextGame

- isRunning: boolean

- map: Map

+ getIsRunning(): boolean