Location

«get/set» - xlocation: int

«get/set» - ylocation: int

«get/set» - pixelW: double

«get/set» - pixelH: double

+ initScreenDimensions()

+ isEqual(Location old): Boolean

+ changeLocation(int xChange, int yChange):

+ toString(): String

Cell

«get/set» - type: int

«set» - node: Node

+ getNode(): Node

Ghost

- movement: int

+

Pacman

- xlocation: int

- ylocation: int

- score: int

- node: Node

+ PacImage: ImageView

+ *moveUP(): boolean* + getNode(): Node

+ *moveDown(): boolean*

+ *moveRight(): boolean*

+ *moveLeft(): boolean*

*Character*

+ *moveUP(): boolean*

+ *moveDown(): boolean*

+ *moveRight(): boolean*

+ *moveLeft(): boolean*

FxGame

+ start(Stage primaryStage) throws Exception: void

Map

# root: Pane

+ grid: Grid

+ timeLine: Timeline

+ scene: Scene

+ stage: Stage

+ iView: ImageView

- height: int

- width: int

- startLocation: Location

+ player: Pacman

+ obstacles: ArrayList<Location>

+ generateMap(Stage primaryStage): Stage

+ initializeObstacles()

+ isObstacle(Location pObstacle): boolean

+ redrawMap()

+ arrowKeyListener()

+ startTimeline()

javafx.application.Application

*GameObject*

- coordinate: Location

+ getCoordinate(): Location

+ toString(): String

+ setCoordinate(Location coordinate)