Associated with all classes, excluding Application

*GameObject*

- coordinate: Location

+ getCoordinate(): Location

+ toString(): String

+ setCoordinate(Location coordinate)

Constants

+ gridWidth: int

+ gridHeight: int

+ screenWidth: int

+ screenHeight: int

+ cellWidth: int

+cellHeight: int

+ EMPTY: int

+ OBSTACLE: int

+ FOOD: int

+ highscore: int

+ OBSTACLE\_COLOR: Color

+ EMPTY\_COLOUR: Color

+ FOOD\_COLOUR: Color

+ GIFRedGhost: Image

+ GIFPacRight: Image

+ Wall: Image

+ GIFBlueGhost: Image

Location

«get/set» - xlocation: double

«get/set» - ylocation: double

«get/set» - pixelW: double

«get/set» - pixelH: double

+ tracker: int

+ isEqual(Location old): Boolean

+ changeLocation(int xChange, int yChange)

+ toString(): String

TextGame

«get/set» + isRunning: Boolean

+ initIM: int

+ initJM: int

+ playerInput: Scanner

+ map: Map

+ main(String[] args)

+ start(Stage stage) throws Exception

Pacman

«get/set» - score,highscore: int

- node: Node

- PacImage: ImageView

- Hscore: String

+ moveUp(): boolean

+ moveDown(): boolean

+ moveRight(): boolean

+ moveLeft(): boolean

+ getNode(): Node

+ loadHighscore(String filename)

+ saveHighscore(String filename)

Grid

- grid [][]: Cell

+ addCell(Cell cell)

+ getCell(int row, int column): Cell

+ toConsole()

+ isEmpty(int I, int j)

+ getGrid():Cell

+initDefGrid()

Map

+ running: Boolean

+ initIM: int

+ initJM: int

# root: Pane

+ grid: Grid

+ timeLine: Timeline

+ scene: Scene

+ stage: Stage

+ score,highscore: Text

+ foodCount: int

+ originalFoodCount: int

- startLocation: Location

- REDghostStartLocation: Location

- BLUEghostStartLocation: Location

- scorePosition: Location

+ player: Pacman

+ redGhost: Ghost

+ blueGhost: Ghost

+ obstacles: ArrayList<Location>

+ generateMap(Stage primaryStage): Stage

+ initializeObstacles()

+ isObstacle(Location pObstacle): boolean

+ redrawMap()

+ setText(Location Scoreposition, String textV, int size)

+ arrowKeyListener()

+ startTimeline()

+ gameOver()

+ endGameListener()

+ initGrid()

+ getPlayer(): Pacman

Cell

«get/set» - type: int

«set» - node: Node

+ getNode(): Node

+ toString(): String

Ghost

- node: Node

- redGhostImage: ImageView

- BlueGhostImage: ImageView

+moveGhost()

+ moveUp(): boolean

+ moveDown(): boolean

+ moveRight(): boolean

+ moveLeft(): boolean

+ getNode(): Node

+getNodeB(): Node

FxGame

+ start(Stage primaryStage) throws Exception: void

*Character*

+ *moveUP(): boolean*

+ *moveDown(): boolean*

+ *moveRight(): boolean*

+ *moveLeft(): boolean*

javafx.application.Application