MenuElements Game + level: int + gameTitle: list + score: int + characterTitle: list + highScore: int + characters: list + berriesCollected: list + event: list + berryState: list + wall: list + levelTimer: int + credit: list + lockedIn: bool + toplay: list + gameOverCounter: int + toexit: list + gameover: list + youwon: list + started: bool + paused: bool + collected: int + lives: int + ahosts: list + drawGameTitle() + pacman: Pacman + drawCharacterTitle() + berries: list + drawCharactersAndNicknames(+ berrvScore: int + drawPacmanAndGhosts() + points: list + drawPlatformLine() + tile: int + drawCredit() + spriteOffset: int + drawGameOver() + TextPath: str + drawYouWon() + ElementPath: str + drawPressToPlay() + BoardPath: str + drawPressToExit() + DataPath: str + update(self) + render(self) + forcePlayMusic(self, musicFile) + displayGameOverMenu(self) + displayScore(self) + drawBerry(self) DisplayMenu + drawPoints(self, points, row, col) + drawReadv(self) + gameOverFunc(self) + displayLaunchMenu() + displayLives(self) + displayGameOverMenu() + displayBerries(self) + displayYouWonMenu() + touchingPacman(self, row, col) + newLevel(self) + drawTilesAround(self, row, col) 1 Ghost + row: float + col: float 1 + attacked: bool + color: str Pacman + dir: int + row: float + dead: bool + changeFeetCount: int + col: float + changeFeetDelay: int + mouthOpen: bool + pacSpeed: float + target: list + mouthChangeDelay: int + ghostSpeed: float + lastLoc: list + mouthChangeCount: int + dir: int + attackedTimer: int + newDir: int + attackedCount: int + rest: bool + deathTimer: int + deathCount: int + update(self) + update(self) + draw(self) + draw(self) + isValidTwo(self, cRow, cCol, dist + isValid(self, cRow, cCol) + setDir(self) + calcDistance(self, a, b) + setTarget(self) + move(self) + setAttacked(self, isAttacked) + isAttacked(self) + setDead(self, isDead) + isDead(self)