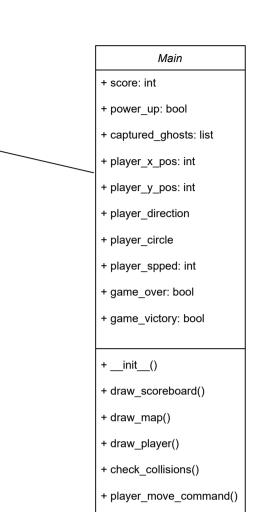
## Ghost - x\_pos: int - y\_pos: int - image: image - speed: int - direction - dead\_status: bool - captured: bool + \_\_init\_\_() + draw() + check\_collisions() + ghost1() + ghost2() + ghost3() + ghost4()



+ eat\_ghost()