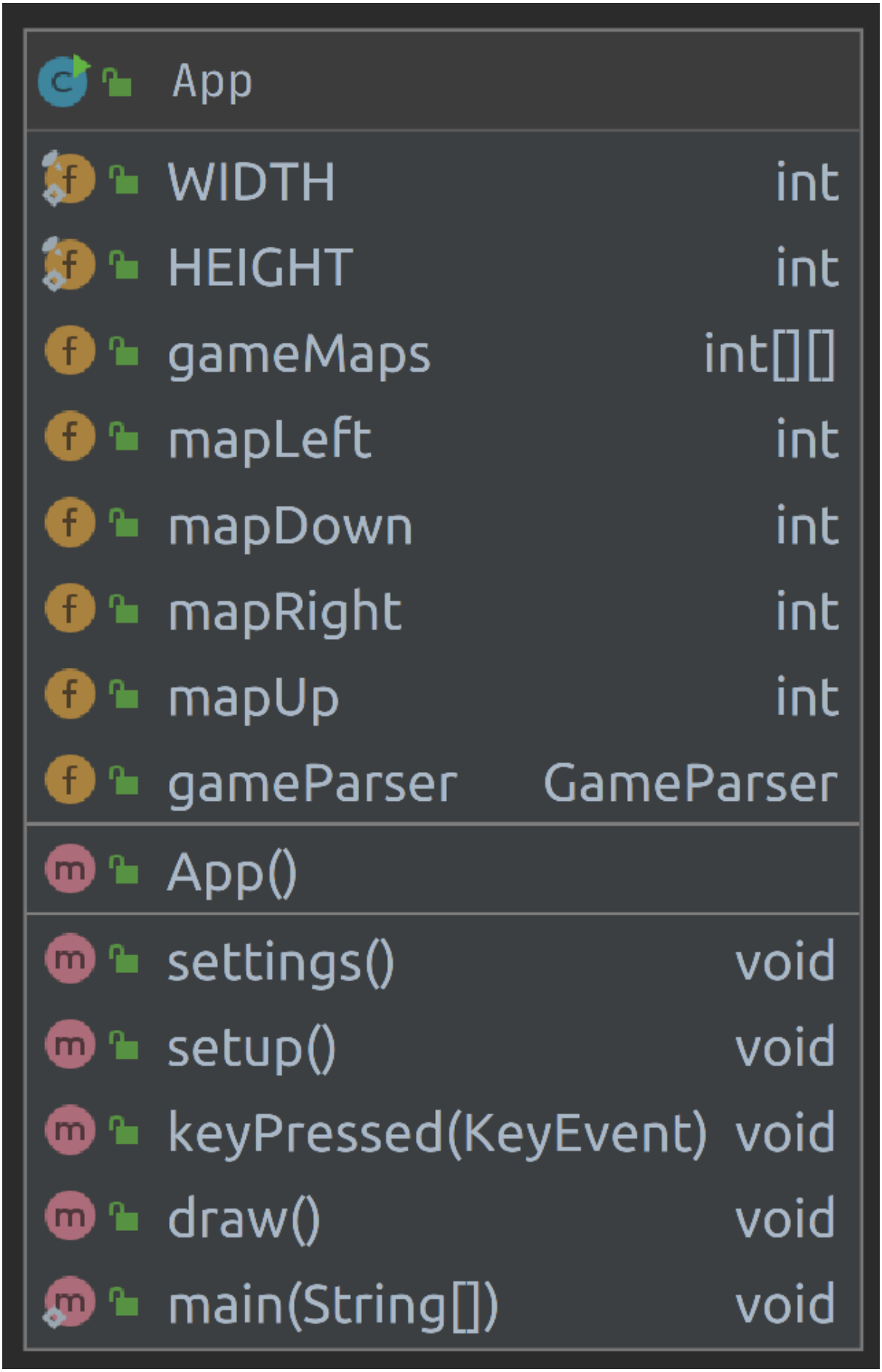
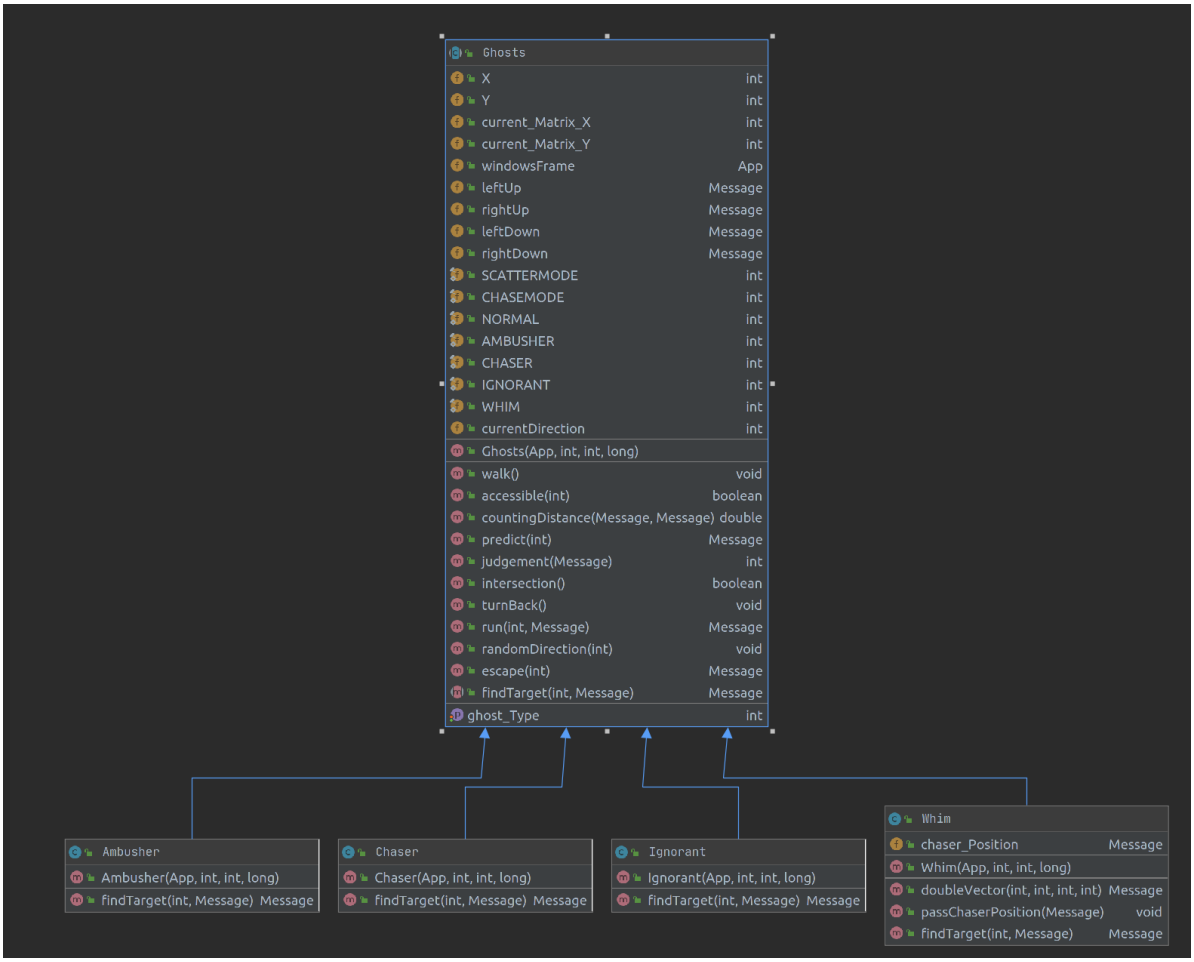
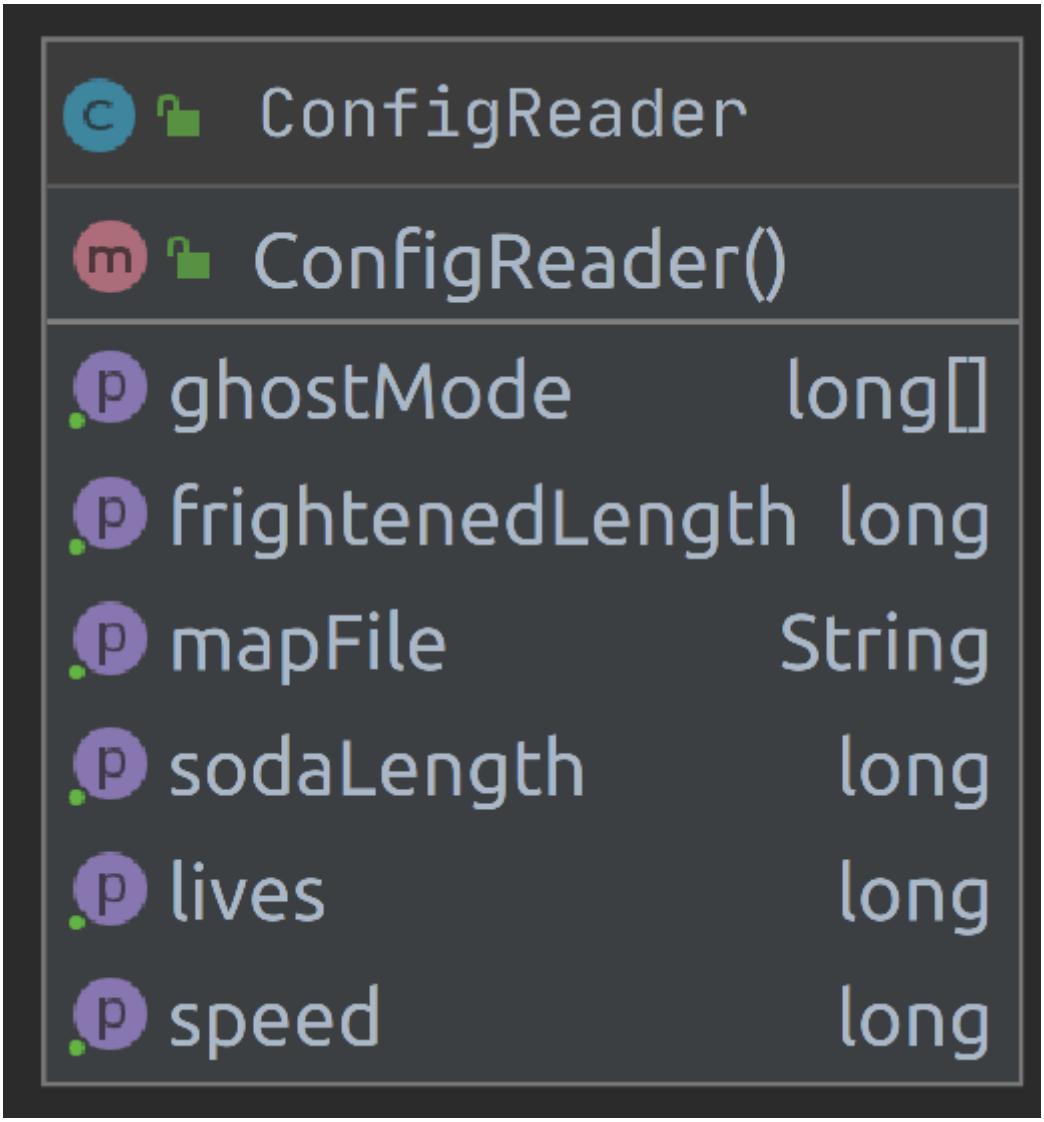
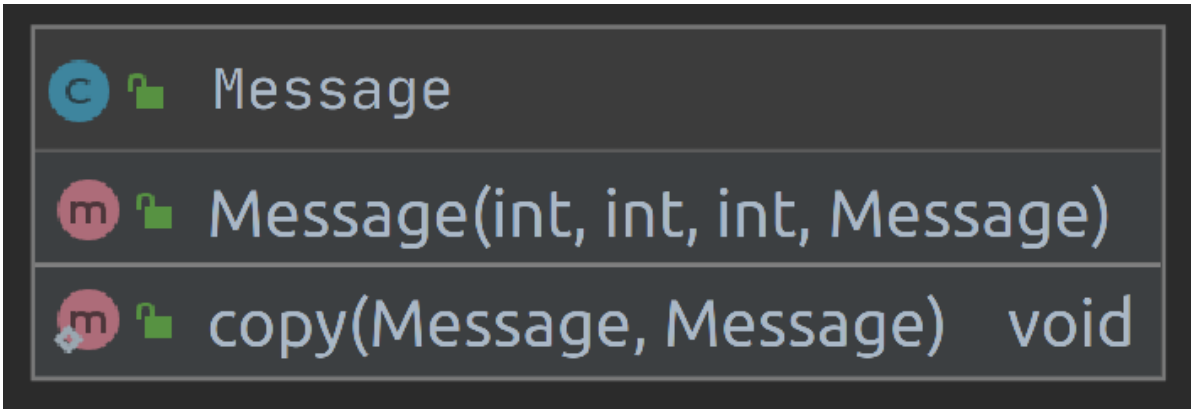
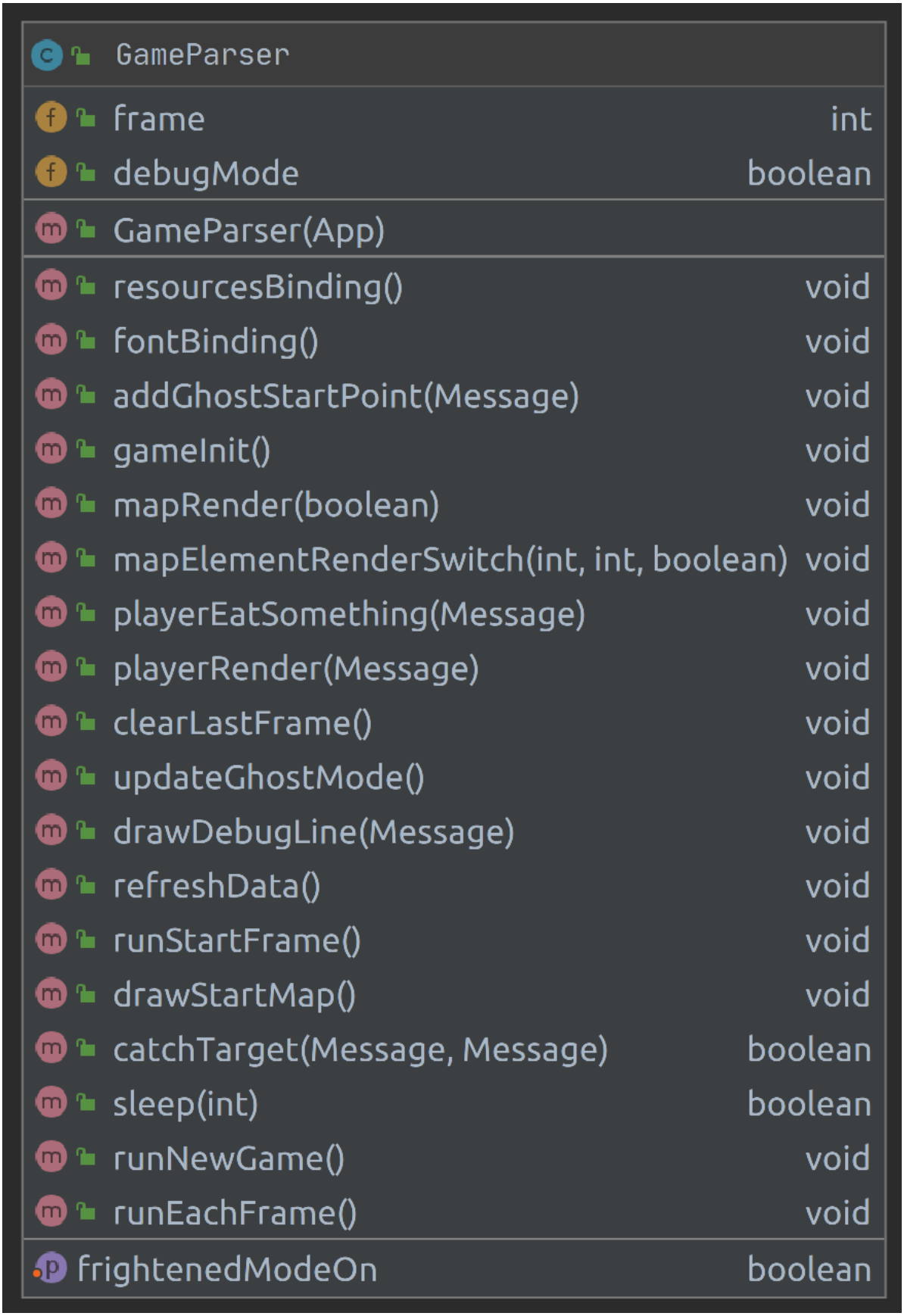

App
WIDTH int
HEIGHT int
gameMaps int[][]
mapLeft int
mapDown int
mapRight int
mapUp int
gameParser GameParser
App()
settings() void
setup() void
keyPressed(KeyEvent) void
draw() void
main(String[]) void


Ghosts
X int
Y int
current_Matrix_X int
current_Matrix_Y int
windowsFrame App
leftUp Message
rightUp Message
leftDown Message
rightDown Message
SCATTERMODE int
CHASEMODE int
NORMAL int
AMBUSHER int
CHASER int
IGNORANT int
WHIM int
currentDirection int
Ghosts(App, int, int, long)
walk() void
accessible(int) boolean
countingDistance(Message, Message) double
predict(int) Message
judgement(Message) int
intersection() boolean
turnBack() void
run(int, Message) Message
randomDirection(int) void
escape(int) Message
findTarget(int, Message) Message
ghost_Type int
Ambusher
Ambusher(App, int, int, long)
findTarget(int, Message) Message
Chaser
Chaser(App, int, int, long)
findTarget(int, Message) Message
Ignorant
Ignorant(App, int, int, long)
findTarget(int, Message) Message
Whim
chaser_Position Message
Whim(App, int, int, long)
doubleVector(int, int, int, int) Message
passChaserPosition(Message) void
findTarget(int, Message) Message

Player
X int
Y int
nextMatrixX int
nextMatrixY int
previousDirection int
currentDirection int
waitingDirection int
Player(App, int, int, long)
walk(int) void
isWall(int, int) boolean
predict(int) void
run() Message
opposite boolean


ConfigReader
ConfigReader()
ghostMode long[]
frightenedLength long
mapFile String
sodaLength long
lives long
speed long


Message
Message(int, int, int, Message)
copy(Message, Message) void


GameParser
frame int
debugMode boolean
GameParser(App)
resourcesBinding() void
fontBinding() void
addGhostStartPoint(Message) void
gameInit() void
mapRender(boolean) void
mapElementRenderSwitch(int, int, boolean) void
playerEatSomething(Message) void
playerRender(Message) void
clearLastFrame() void
updateGhostMode() void
drawDebugLine(Message) void
refreshData() void
runStartFrame() void
drawStartMap() void
catchTarget(Message, Message) boolean
sleep(int) boolean
runNewGame() void
runEachFrame() void
frightenedModeOn boolean