

Programming 2: Assignment 4 Pacman

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March 10, 2023

1 Package Inheritance Hierarchy

1.1 Class Diagram

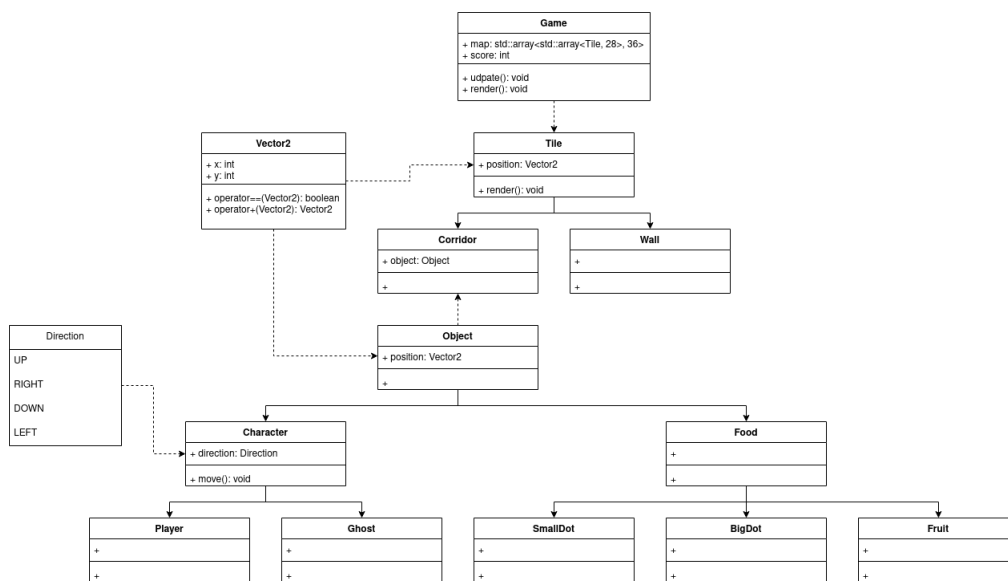


Figure 1: Class diagram for Pacman

1.2 Design Decisions

- The game uses a **Vector2** struct for storing positions and for easy movement and collisionDetection.
- The Characters use an enumerator for direction. This improves readability of the code.

This is the hierarchy structure I will be using for pacman. It is very cranky and needs some work but I just didn't have any more time to spend on this. It will however be sufficient for a working Pacman game, albeit not in a very nice way.