Board:

Method	Description
Board()	Initializes board with enemies, pellets, treasure, and walls
int get_rows()	Returns number of rows
int get_cols()	Returns number of columns
SquareType get_square_value(Position pos)	Returns the square value at the given position
void SetSquareValue(Position pos, SquareType value)	Sets the square value of the given position to the given square type
vector<Position> GetMoves(Player *p)	Returns all the possible moves for the player passed to the function
bool MovePlayer(Player *p, Position pos, std::vector<Player*> enemylist)	Move the given player to the location passed to the function. Returns true if successful, false if failed.
bool MoveEnemy(Player *p, Position pos)	Moves the given player to the given location on the board. Returns true if successful, false if failed.
Overloaded << operator	Overload the << operator to allow the board to be printed.

Game:

Method	Description
Game()	Initializes game
void NewGame(Player *human,std::vector<Player*> enemylist, const int enemies)	Creates a new game, given one human player, and a number of enemies to generate
void TakeTurn(Player *p,std::vector<Player*> enemylist)	Have the player passed take their turn
void TakeTurnEnemy(Player *p)	Have the enemy passed take their turn
bool IsGameOver(Player *p)	Check if game is over, returns true if it is, and false if it hasn't ended.
bool CheckifdotsOver()	Checks if all pellets have been collected, returns true if they all have, false if they all haven't
std::string GenerateReport(Player *p)	Returns information about the given player for use when game ends.
Overloaded << operator	Overload the << operator to allow the game to be printed.