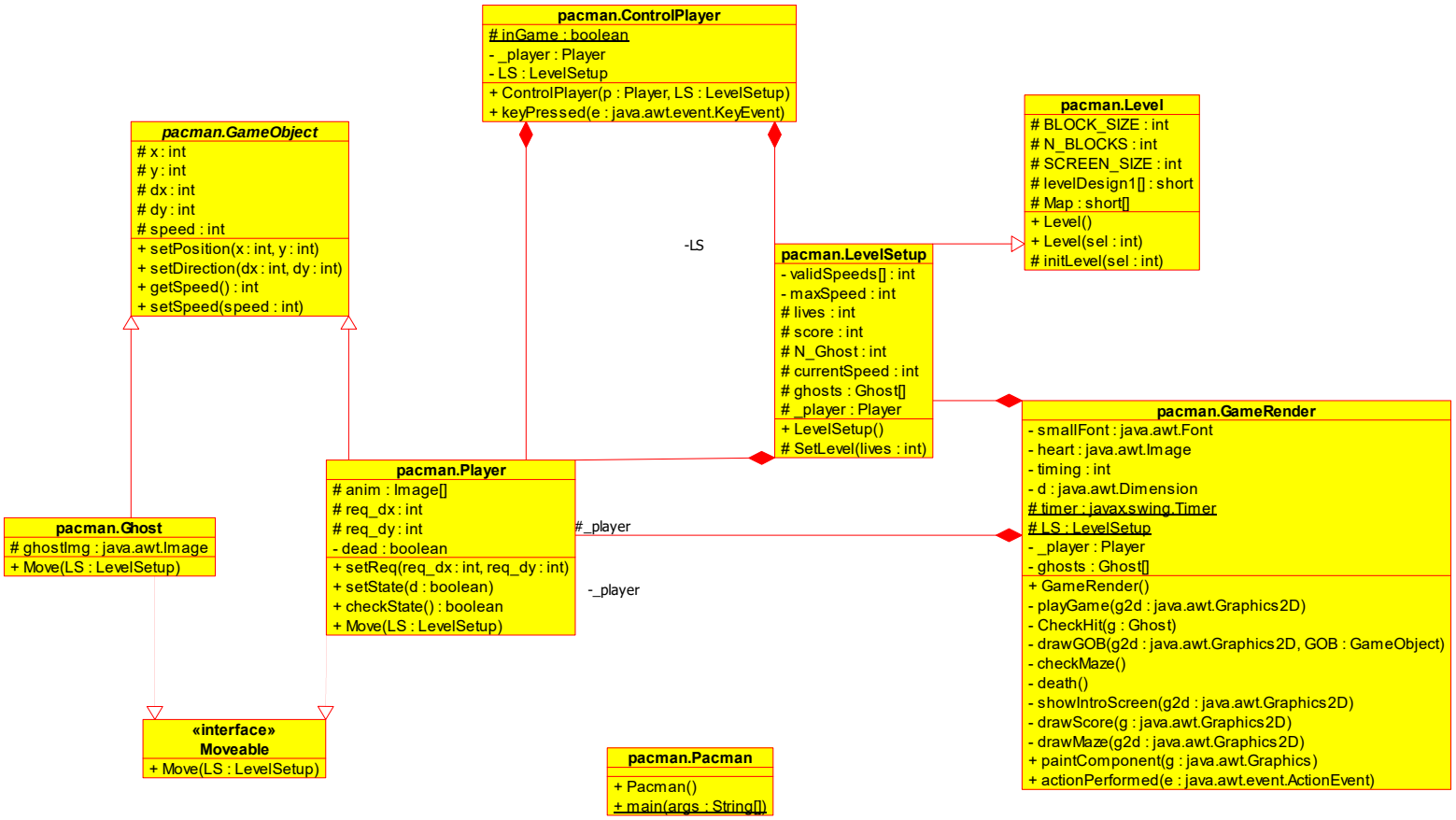
pacman.ControlPlayer
inGame : boolean
- _player : Player
- LS : LevelSetup
+ ControlPlayer(p : Player, LS : LevelSetup)
+ keyPressed(e : java.awt.event.KeyEvent)
pacman.GameObject
x : int
y : int
dx : int
dy : int
speed : int
+ setPosition(x : int, y : int)
+ setDirection(dx : int, dy : int)
+ getSpeed() : int
+ setSpeed(speed : int)
-LS
pacman.Level
BLOCK_SIZE : int
N_BLOCKS : int
SCREEN_SIZE : int
levelDesign1[] : short
Map : short[]
+ Level()
+ Level(sel : int)
# initLevel(sel : int)
pacman.LevelSetup
- validSpeeds[] : int
- maxSpeed : int
lives : int
score : int
N_Ghost : int
currentSpeed : int
ghosts : Ghost[]
_player : Player
+ LevelSetup()
# SetLevel(lives : int)
pacman.GameRender
- smallFont : java.awt.Font
- heart : java.awt.Image
- timing : int
- d : java.awt.Dimension
timer : javax.swing.Timer
LS : LevelSetup
- _player : Player
- ghosts : Ghost[]
+ GameRender()
- playGame(g2d : java.awt.Graphics2D)
- CheckHit(g : Ghost)
- drawGOB(g2d : java.awt.Graphics2D, GOB : GameObject)
- checkMaze()
- death()
- showIntroScreen(g2d : java.awt.Graphics2D)
- drawScore(g : java.awt.Graphics2D)
- drawMaze(g2d : java.awt.Graphics2D)
+ paintComponent(g : java.awt.Graphics)
+ actionPerformed(e : java.awt.event.ActionEvent)
pacman.Player
anim : Image[]
req_dx : int
req_dy : int
- dead : boolean
+ setReq(req_dx : int, req_dy : int)
+ setState(d : boolean)
+ checkState() : boolean
+ Move(LS : LevelSetup)
#_player
-_player
pacman.Ghost
ghostImg : java.awt.Image
+ Move(LS : LevelSetup)
«interface»
Moveable
+ Move(LS : LevelSetup)
pacman.Pacman
+ Pacman()
+ main(args : String[])