```
Arcade::IModule
      + ~IModule()
      + init()
      + close()
      + shouldClose()
      + getType()
             Δ
   Arcade::IGameModule
   + ~IGameModule()
   + getResources()
   + getDrawables()
   + getSounds()
   + addTicks()
   + restart()
   + handleEvent()
   + getScore()
             Δ
 Arcade::Pacman::Pacman
  playerPosition
 _playerMovement
- _playerDrawable
  ghosts
  shouldClose
 _gameScore
 _scoreDrawable
  resources
 _drawables
  sounds
 _map
  moves
- mapTileLength

    mapOffsetTileX

- mapOffsetTileY
- mapWallColor

    pacmanSpeed

- largePacgumFilename

    smallPacgumFilename

+ init()
+ close()
+ shouldClose()
+ getType()
+ getResources()
+ getDrawables()
+ getSounds()
+ addTicks()
+ restart()
+ handleEvent()
+ getScore()
+ Pacman()
+ Pacman()
   -Pacman()
+ operator=()
 _createMapFromVector()
 _getRectangleFromChar()
  collideWithWallMap()
  getSpriteFromChar()
  getCircleFromChar()
 _collideWithPacgumMap()
- _processPlayerMovement()
 _processScore()
  startGame()
  isGameEnded()
```