ROHAN DOULAKAR |

Game		
+DOT_AREA: int +running: boolean +done: boolean +N_DOTS: int +Screen: int +ghosts: int +speed: int		Build
+nghosts: int +lives: int +points: int +Xghost: int +Yghost: int +ghost_X: int +ghost_Y: int +ghostRate: int +Xpacman: int +Ypacman: int +Hpacman: int +Vpacman: int +vkey: int -nowSpeed: int	+ +	Build pacman = new Build(); newModel();
-screeninfo: short -gameboard(): -ImageFill():		
-Variableload(): -gameplay(): -showIntroScreen(): -drawpoints(): +checkpath(): +timeDelay(): -finished(): +ghostmotion(): -paintGhost(): -goPacman(): -paintPacman(): -drawscreen(): -beginGame(): -startLevel(): -continueGame():	+ +	setVisible(): setSize(); setDefaultCloseOperation():
+paintComponent(): +actionPerformed():		
	TAdoptor	
	TAdapter	
	+input: int +running: boolean +xkey: int +ykey: int	
	+keyPressed(): +beginGame():	