



We are applying the Expert Pattern here:
 By Expert the Pacman class knows its current square and the board is the expert for all squares, so it knows which is the next square for a given square and a direction.
 The Player is the expert for taking a turn since it owns the Pacman and can assign it a new location.

With this design the direction of the pacman can be set asynchronously and during each turn the player just pulls the current direction and plays the pacman accordingly. This way it makes no difference if the direction of a pacman is set by the server or the user interface.

