Class **Pac-Person**:

Properties:

* direction – int
* invincible – bool
* timeInvincibleRemaining - int
* ghostsEaten - int
* lives – int

Functions:

* update()
* move(direction)
* turnInvincible(time)
* die()
* killGhost(ghost)
* playerRespawn()
* eatPellet(pellet)
* collisionCheck()

Class **Ghost**:

Properties:

* alive – bool
* speed - int
* type - String
* respawnTimer – int
* fleeing - bool

Functions:

* update()
* move(direction)
* die()
* returnToSpawn()
* playerRespawn()