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-> Launcher.main
    -> Launcher.launch
        -> Launcher.makeGame
            -> Launcher.getGameFactory
            -> Launcher.makeLevel
            -> GameFactory.createSinglePlayerGame
        (-> PacManUiBuilder.PacManUiBuilder)
        -> PacManUiBuilder.withDefaultButtons
        -> Launcher.addSinglePlayerKeys
            (-> PacManUiBuilder.addKey)
            (-> Launcher.moveTowardDirection)
        -> PacManUiBuilder.build
            -> PacManUiBuilder.addStartButton
            -> PacManUiBuilder.addStopButton
            -> PacManUI.PacManUI
        -> PacManUI.start
            -> PacManUI.nextFrame

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i and ii) We decided to make our call graph four levels deep, since looking deeper into the last functions still depicted in our graph starts becoming less informative and too detailed. We decided to drop some trivial functions that would be included in a complete four level deep call graph as they would clutter the graph and reduce clearness.

iii) What we understood:

1. As entry point the main function in the Launcher class is the most obvious, since that is what one would run, in order to run the game. The main functions does only one thing: call the launch function which, as its name would suggest, in essence launches a game.
2. Firstly makeGame is called which, to make a game will first access the GameFactory class in the game package and “produce” a game (as in a factory). It will then acces the Level class in the level package and make a map of the level. Lastly using the SinglePlayerGame class in the game package it’ll make that game with that map playable.
3. An instance of the PacManUiBuilder class in the ui package is then called on to build the interface for the game. With this instance of PacManUiBuilder the keys to navigate in the game are set through the addSinglePlayerKeys function.
4. Accessing the PacManUI class in ui package the whole UI is then displayed.
5. Lastly the start function in PacManUI is called which will continuously call on the nextFrame function in order to update the UI as one proceeds through the game.