# Call graph

main

Launcher.launch

makeGame

gf = getGameFactory

getPlayerFactory

getSpriteStore

level = makeLevel

getMapParser

getLevelFactory

getSpriteStore

getGhostFactory

getSpriteStore

getBoardFactory

getSpriteStore

game = gf.createSinglePlayerGame

createPacMan

getSprites.getPacmanSprites

getSprites.getPacManDeathAnimation

PacManUiBuilder builder = new PacManUiBuilder.withDefaultButtons;

addSinglePlayerKeys(builder);

pacManUI = builder.build(getGame);

pacManUI.start;