Team BroccoliTree

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APCS2 pd4

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Dot

- int xPos
- int yPos
- int whatAmI

+ Dot(int Iam, int x, int y)

Character (abstract)

- int speed
- int xPos
- int yPos
- int state

+ Character()
+ abstract boolean move

Player

- String name
- int score
- int numLives
- int direction
- String killedBy

+ Player()
+ void encounter(Ghost a)
+ String toString()
+ boolean touchingGhost()
+ boolean move()

Ghost

- String oldpiece
- String identity

+ Ghost(String identity, int x, int y)
+ boolean move()
+ boolean move(int x, String ghostnum)

Pacman (driver)

- int _blocksize
- Player player
- Ghost Blinky
- Ghost Pinky
- Ghost Inky
- Ghost Clyde
- static String[][] map
- static ArrayList<Integer> highscores
- static ArrayList<String> hsnames
- Boolean scoresubmitted
- LinkedBlockingQueue<Dot> eaten
- LinkedList<Ghost> liveGhosts
- LinkedBlockingQueue<Ghost> jailedGhosts
- int screen
- Boolean setName
- PImage img
- PImage start1
- PImage start2
- PImage hs1
- PImage hs2
- PImage h2p1
- PImage h2p2
- PImage homebutton1
- PImage homebutton2
- PImage h2ptab
- PImage highscoretab
- PFont font
- PImage pacman
- PImage pacman1
- PImage pacman2
- PImage pacman3

+ void setup()
+ void draw()
+ void setimages()
+ void setScores()
+ void mouseClicked()
+ void drawStartScreen()
+ void drawh2p()
+ void drawhs()
+ boolean insertScore(int score)
+ boolean overstart()
+ boolean overh2p()
+ boolean overhs()
+ boolean overhome()
+ void endRound()
+ void endGame()
+ void setMap()
+ void drawMap()
+ void reappear(Dot x)
+ void keyPressed()