Team BroccoliTree

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Pacman

- ArrayList<Player> scoreboard

+ void beginGame()
+ void startGame()
+ void miniGame()
+ void main(String[] args)

Dot

- int point
- int xPos
- int yPos
- int color
- boolean isEaten
- int whatAmI

+ Dot (int color, int whatAmI, int x, int y)
+ int getPoint()
+ int getXPos()
+ int getYPos()
+ boolean isEaten()
+ int getWhatAmI()

Character

- String name
- int color
- int speed
- int xPos
- int yPos
- int direction
- boolean isAlive

+ void move()
+ boolean isAlive()
+ void setSpeed(int x)
+ void setXPos(int x)
+ void setYPos(int x)
+ void setDirection(int x)
+ int getSpeed()
+ int getXPos()
+ int getYPos()
+ int getDirection()

Tower

- int height
- int score
- Stack tower

+ Tower()
+ void add(int x)
+ boolean end()

Maze

- int[][] board

+ Maze()

Player

- int score
- int numLives
- boolean power

+ Player (String name, int color)
+ int getNumLives()
+ boolean hasPower()
+ int getScore()
+ void setScore(int x)
+ void encounter(Ghost a)
+ void eat(Dot a)
+ String toString()

Ghost

- int state

+ Ghost ()
+ void setState()
+ int getState()
+ boolean inJail()
+ void normalize()