GameObjectView

canvas
items : list
x : int
y : int

cleanup()
moveto()

DummyPacman

direction : LEFT
position

Food

canvas
image
x
y

cleanup()
eat()

GhostView

ghost

draw()
redraw()

PacmanView

pacman
pointing_direction : UP, LEFT

died()
draw()
redraw()

View

audio : Audio
canvas : Canvas
controller
frame
lives : int
lives_pacmen : list
windowsystem

clear_messages()
died()
display_score()
eat_food()
eat_powerpill()
game_over()
ghost_died()
register_food()
register_ghost()
register_pacman()
register_powerpills()
reset_level()
unregister_objects()
unregister_pacman()
update()
update_lives()
update_maze()