**Maze Class:**

The Class is inherited from sf::Drawable, as the maze is a drawable object.

Functions:

1. void loadLevel(std::string file);

* @param **the level image file name** loads the level

image and iterates on it pixel by pixel and add the pixels.

* Colors to the mazeData vector as they are defined to their Entities.

1. sf::Vector2i getPacmanPosition() const;

* @return Pacman’s position.

1. sf::Vector2i getBlinkyPosition() const;

* @return Blinky’s position.

1. sf::Vector2i getPinkyPosition() const;

* @return Pinky’s position.

1. sf::Vector2i getInkyPosition() const;

* @return Inky’s position.

1. sf::Vector2i getClydePosition() const;

* @return Clyde’s position.

1. inline unsigned int positionToIndex(sf::Vector2i position) const;

* @param a sf::Vector2i carries a position in the maze.
* @return an unsigned int the index of the position in the mazeData vector.

1. inline sf::Vector2i indexToPosition(unsigned int index) const;
   * @param an unsigned int carries the index in the mazeData vector.
   * @return a sf::Vector2i the position of the index in the maze.
2. void draw(sf::RenderTarget& target, sf::RenderStates states) const;

* @param sf::RenderTarget specifies the target is to be drawn
* @param sf::RenderStates specifies the target states (i.e. the blend mode, the transform, the texture, and the shader).
* Overriding the draw method as the maze is an inherited class from sf::Drawable
* It iterates over the mazeData vector and draws the dots and the super dots, which the pacman have not eaten yet.

**Bonus Class:**

1. Bonus(sf::Texture& texture);

* @param a sf::Texture in which the fruit is drawn.
* Sets the origin and the TextureRect of the fruit.

1. void drawBonus(sf::RenderWindow& window, float x, float y);

* @param sf::RenderWindow in which the bonus is to be drawn.
* @param float x the position of the bonus on the x-axis.
* @param float y the position of the bonus on the y-axis.
* It draws the Bonus on the window.