## Why we did not use inheritance:

In our program, the objects that we use consists of Avatar, Ghost, Wall, Pellet and GameWin. Each of these objects have unique features and usage. Most of these objects have a location instance variable and getter-setter methods for location. But besides location, all there classes have different uses and so use different instance variables and methods. That is why it was not practical for us to have one object to inherit from another, or to have several objects inherit from one class, because these classes are too unique to inherit from the same parent class.

As for the PacManMazeGUILogic class and the PacManMazeTextLogic class, although both of them contain the same variables, their methods are different as the GUI logic class creates a GUI game while the text logic class creates a game on the terminal.

That is why we did not require to use inheritance for out project.