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Ghost

- _Char[][] _Maze

- int gx, gy

- boolean _Solved

+ Ghost (String) // sets up _Maze

+ int get GX()

+ int Set GY()

+ Save(int x, int y) // finds path to pacman

+ Move() // updates Ghost position

+ loet() // load _Maze

+ Move P(int x, int y) // updates pacman's position

Pac Man

- Char[][] _Maze

- int PX, PY

+ Pacman(String) // Sets up _Maze

+ int Set PY()

+ int Set PY()

Move P(int x, int y) // updates pacman position

Woo

- boolean Continue
- Char[][] maze
- Ghost Inky, blinky, Pinky, Clyde + Pacman pacman

+ move P () // move pacman with user input.

+ move G() // move Ghosts

+ String toString() // print board

+ turn () // state "turn"

+ game () // entire game

~~Failure
Collectors~~