JPacman Assignment 2: Textual Description of Class Diagram
Group: Luvian Wang, Xi Chu, Yufei Qiao

The 'Undoable_Pacman UML.pdf' is the UML diagram of our design for implementing undo functionality in the JPacman project.

The Undo class have 3 sub-class, which includes Undo_Player, Undo_Ghosts, Undo_Points. We use stack to store the previous locations/stages of the player and ghosts and the 3 sub-class basically inherit all the functions that modify the stack (pop, push).
Each of the subclass need to overwrite the undo() function because they will have different behaviour while user clicking the undo button:

- Undo_Player: Player returns to the previous location/stage,
- Undo_Ghosts: Ghosts return to the previous location and return any object that disappears in the previous stage,
- Undo_Points: User points return to the previous value.

We will also implement a class, Undo_Button, to activate the undo process of player, ghosts and points.

We will update our UML diagram as we improve our design along the implementing process.