## Game + context: Context + player: Player + ghosts: [Ghosts, Ghosts, ...] + level: int + state: String + big\_points: [MapTile, MapTile, ...] + game\_map: GameMap + sprite\_sheets: [Image, Image, ...] + menu\_images: [Image, Image, ...] + getters and setter + load + run + end

## 

## MapTile + coord: [int, int] + type: String + size: int + sprite: Sprite + getters and setter

```
Sprite
+ sprite_sheet: Image
+ coord: [int, int]
+ size: int
+ getters and setter
```

```
Player
+ is alive: bool
+ is boosted: bool
+ spawn_coord: [int, int]
+ cur coord: [int, int]
+ lives: int
+ velocity: float
+ size: int
+ int dir: String
+ cur_dir: String
+ is moving: bool
+ sprites: Map(String: Map(String: Array[Sprite, Sprite, ...]))
+ anim frame: int
+ anim timer: int
+ boosted timer: int
+ hitbox: int
+ score: int
+ getters and setter
```

```
Ghost
+ colour: String
+ state: String
+ spawn_coord: [int, int]
+ cur_coord: [int, int]
+ velocity: float
+ size: int
+ int_dir: String
+ cur dir: String
+ is_moving: bool
+ dir timer: int
+ sprites: Map(String: Map(String: Array[Sprite, Sprite, ...]))
+ anim frame: int
+ anim timer: int
+ hitbox: int
+ getters and setter
```