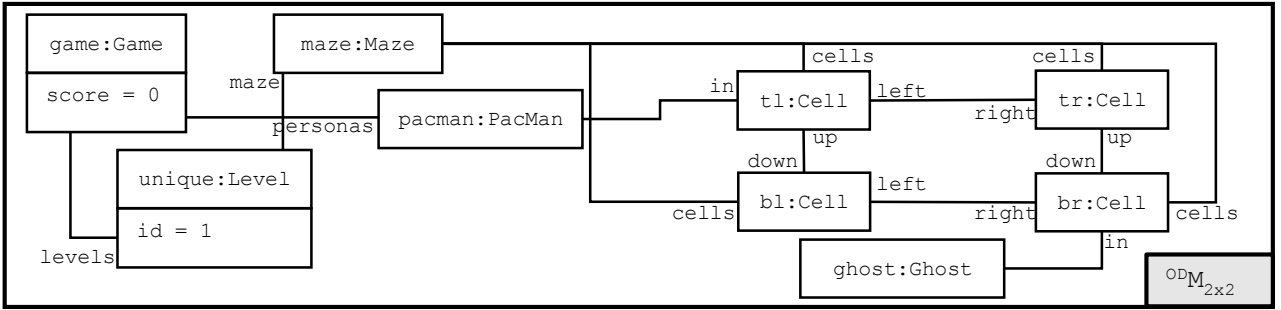
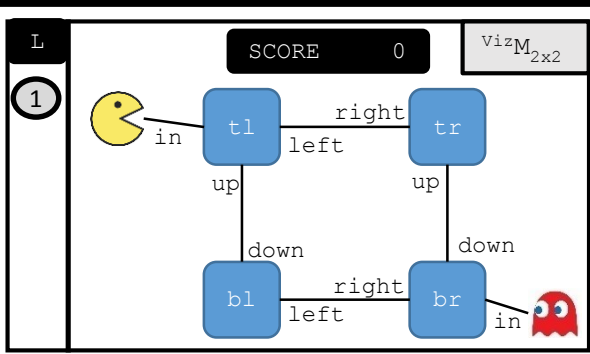


```
< game : Game |
  score = 0; level = [ unique : Level];
  personas = [ pacman, ghost] >
< unique : Level | maze = maze >
< maze : Maze | cells = [tl, tr, bl, br] >
< tl : Cell | right = tr; down = bl >
< tr : Cell | left = tl; down = br >
< bl : Cell | up = tl; right = br >
< br : Cell | up = tr; left = bl>
< pacman : PacMan | in : tl >
< ghost : Ghost | in : br >
```

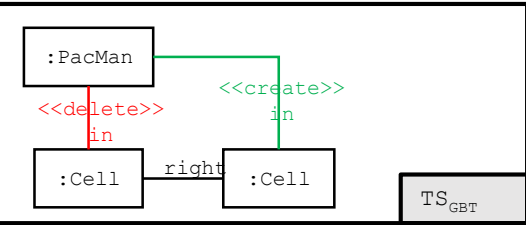
TXM_{2x2}



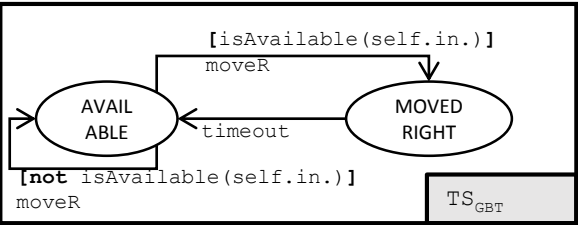
M_{2x2}

```
class PacMan {
  ...
  def boolean moveR() {
    if(self.in.right != null){
      self.in = self.in. right
    }
  }
}
```

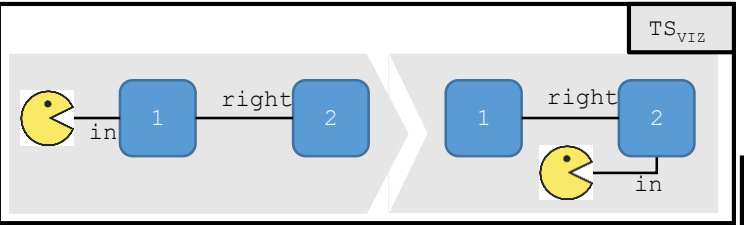
TS_{xtend}



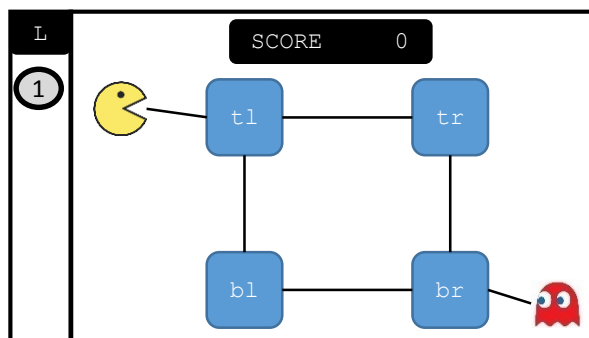
TS_{GBT}



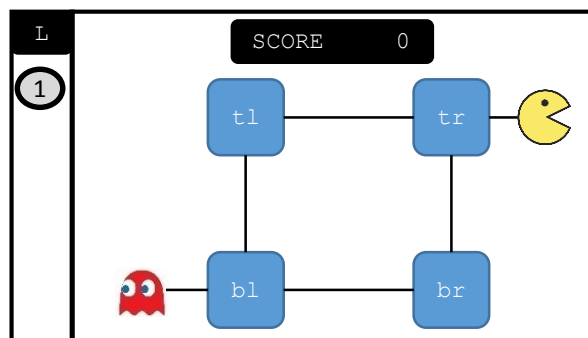
TS_{GBT}



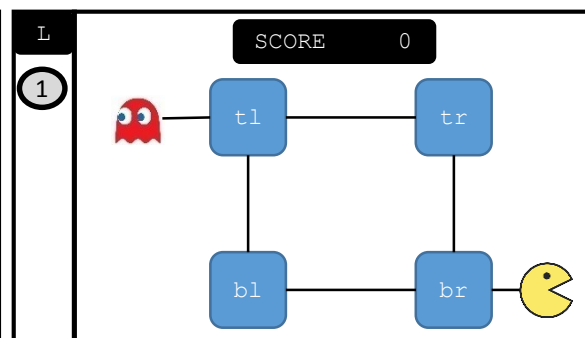
TS_{PM}



0



1



2