pacman_game.controller.ghost controller.GhostController.mode

pacman_game.model.node.Node.neighbour

pacman_game.controller.moving _sprite_controller.MovingSpriteController.target _direction

pacman_game.controller.moving _sprite_controller.MovingSpriteController.step

pacman_game.controller.ghost controller.GhostController.alive

pacman_game.controller.moving _sprite_controller.MovingSpriteController.direction

pacman_game.controller.moving sprite controller.MovingSpriteController.from pos

> pacman_game.controller.ghost _controller.GhostController.mode

pacman_game.controller.moving _sprite_controller.MovingSpriteController.set _direction

pacman_game.controller.moving _sprite_controller.MovingSpriteController.speed_scale

> pacman_game.controller.ghost _controller.GhostController.update_target

pacman_game.controller.moving _sprite_controller.MovingSpriteController.sprite