

pacman\_game.controller.ghost  
\_controller.GhostController.mode

pacman\_game.model.node.Node.neighbour

pacman\_game.controller.moving  
\_sprite\_controller.MovingSpriteController.step

pacman\_game.controller.moving  
\_sprite\_controller.MovingSpriteController.target  
\_direction

pacman\_game.controller.moving  
\_sprite\_controller.MovingSpriteController.direction

```
graph LR; A["pacman_game.controller.ghost  
_controller.GhostController.mode"] --> D["pacman_game.controller.moving  
_sprite_controller.MovingSpriteController.direction"]; B["pacman_game.model.node.Node.neighbour"] --> D; C["pacman_game.controller.moving  
_sprite_controller.MovingSpriteController.step"] --> D; E["pacman_game.controller.moving  
_sprite_controller.MovingSpriteController.target  
_direction"] --> D;
```