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| --- |
| Pacman //Ben |
| -int life = 3 |
| -boolean powerUp |

|  |
| --- |
| * Void takeTurn() |
| + void act() |
| + void eatDot() |
| + void eatGhost() |

|  |
| --- |
| Wall //Max |

|  |
| --- |
| Dot //Pascal |
| -boolean isPowerUp |

|  |
| --- |
| + void addedToWorld() |
| + boolean getIsPowerUp() |

|  |
| --- |
| Ghost //Ben |
| -boolean blinking |

|  |
| --- |
| + void setBlinking() |
| + void act() |
| + void goToPacman() |

|  |
| --- |
| World //Pascal + Ben |
| -int score |
| -int dots |

|  |
| --- |
| + World() |
| + removeDot(Dot eaten) |