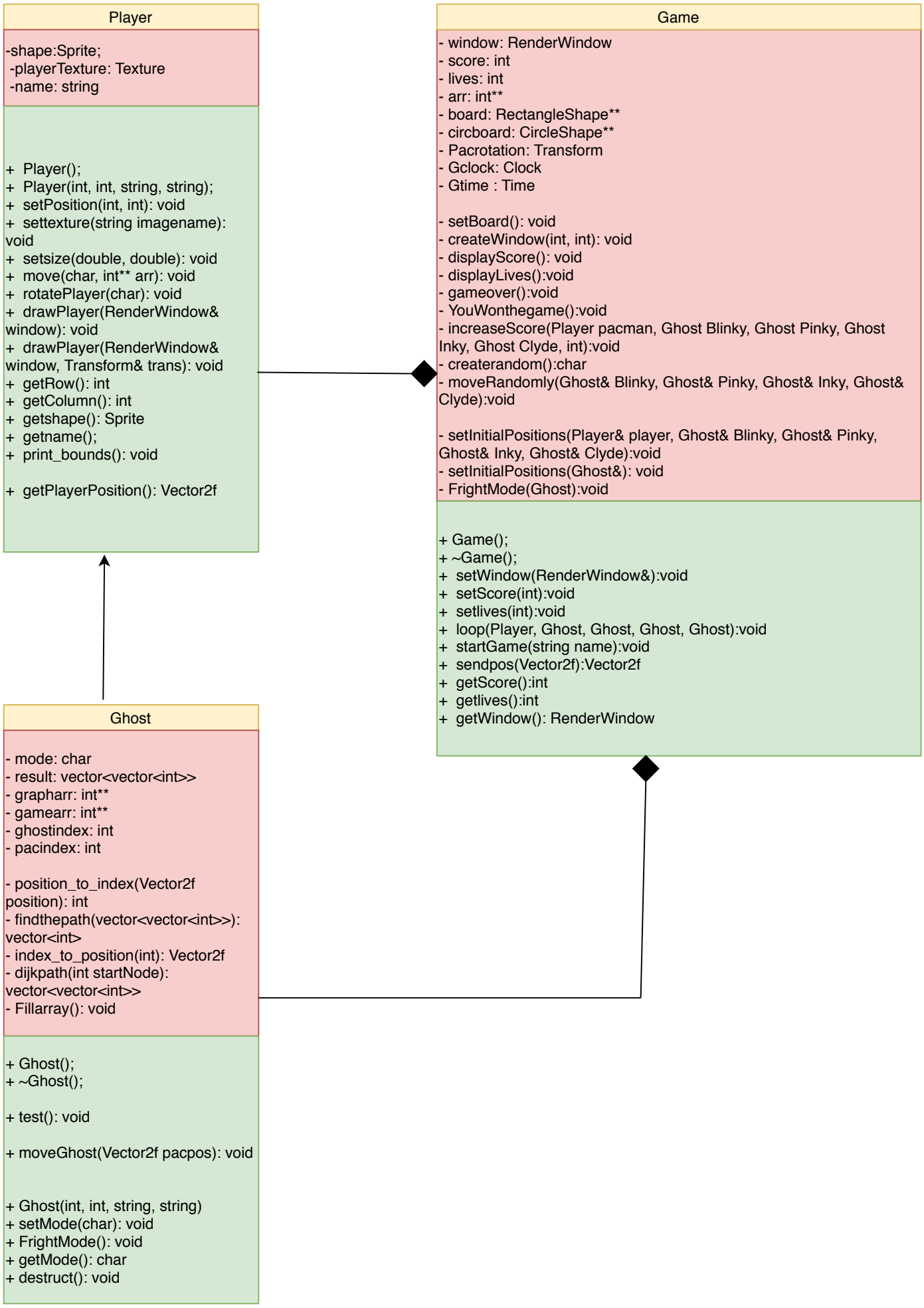
Player
-shape:Sprite;
-playerTexture: Texture
-name: string
+ Player();
+ Player(int, int, string, string);
+ setPosition(int, int): void
+ settexture(string imagename): void
+ setsize(double, double): void
+ move(char, int** arr): void
+ rotatePlayer(char): void
+ drawPlayer(RenderWindow& window): void
+ drawPlayer(RenderWindow& window, Transform& trans): void
+ getRow(): int
+ getColumn(): int
+ getshape(): Sprite
+ getname();
+ print_bounds(): void
+ getPlayerPosition(): Vector2f
Game
- window: RenderWindow
- score: int
- lives: int
- arr: int**
- board: RectangleShape**
- circboard: CircleShape**
- Pacrotation: Transform
- Gclock: Clock
- Gtime : Time
- setBoard(): void
- createWindow(int, int): void
- displayScore(): void
- displayLives():void
- gameover():void
- YouWonthegame():void
- increaseScore(Player pacman, Ghost Blinky, Ghost Pinky, Ghost Inky, Ghost Clyde, int):void
- createrandom():char
- moveRandomly(Ghost& Blinky, Ghost& Pinky, Ghost& Inky, Ghost& Clyde):void
- setInitialPositions(Player& player, Ghost& Blinky, Ghost& Pinky, Ghost& Inky, Ghost& Clyde):void
- setInitialPositions(Ghost&): void
- FrightMode(Ghost):void
+ Game();
+ ~Game();
+ setWindow(RenderWindow&):void
+ setScore(int):void
+ setlives(int):void
+ loop(Player, Ghost, Ghost, Ghost, Ghost):void
+ startGame(string name):void
+ sendpos(Vector2f):Vector2f
+ getScore():int
+ getlives():int
+ getWindow(): RenderWindow
Ghost
- mode: char
- result: vector<vector<int>>
- grapharr: int**
- gamearr: int**
- ghostindex: int
- pacindex: int
- position_to_index(Vector2f position): int
- findthepath(vector<vector<int>>): vector<int>
- index_to_position(int): Vector2f
- dijkpath(int startNode): vector<vector<int>>
- Fillarray(): void
+ Ghost();
+ ~Ghost();
+ test(): void
+ moveGhost(Vector2f pacpos): void
+ Ghost(int, int, string, string)
+ setMode(char): void
+ FrightMode(): void
+ getMode(): char
+ destruct(): void