Ghosts

RedGhost	BlueGhost
+position: (int, int) +orientation: (int, int) +tactic: string +alive: bool	+position: (int, int) +orientation: (int, int) +tactic: string +alive: bool
+GetPosition(): (int, int) +Move(board: Board, pacman: Pacman): None +ChangeTactic(board: Board, pacman: Pacman): None	+GetPosition(): (int, int) +Move(board: Board, pacman: Pacman): None +ChangeTactic(board: Board, pacman: Pacman): None
PinkGhost	**YellowGhost**
+position: (int, int) +orientation: (int, int) +tactic: string +alive: bool	+position: (int, int) +orientation: (int, int) +tactic: string +alive: bool
+GetPosition(): (int, int) +Move(board: Board, pacman: Pacman): None +ChangeTactic(board: Board, pacman: Pacman): None	+GetPosition(): (int, int) +Move(board: Board, pacman: Pacman): None +ChangeTactic(board: Board, pacman: Pacman): None