

Ghosts

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