

Ghosts

RedGhost
+position: (int, int) +orientation: (int, int)
+Move(board: Board, pacman: Pacman): None +ChangeTactic(board: Board, pacman: Pacman): None

PinkGhost	YellowGhost
+position: (int, int) +orientation: (int, int)	+position: (int, int) +orientation: (int, int) +time_of_dead: int
+Move(board: Board, pacman: Pacman): None +ChangeTactic(board: Board, pacman: Pacman): None	+Move(board: Board, pacman: Pacman): None +ChangeTactic(board: Board, pacman: Pacman): None

BlueGhost
+position: (int, int) +orientation: (int, int) +time_of_dead: int
+Move(board: Board, pacman: Pacman, red_ghost: RedGhost): None +ChangeTactic(board: Board, pacman: Pacman, red_ghost: RedGhost): None