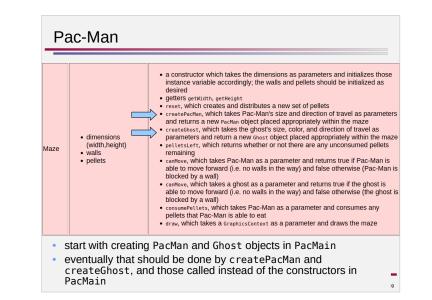
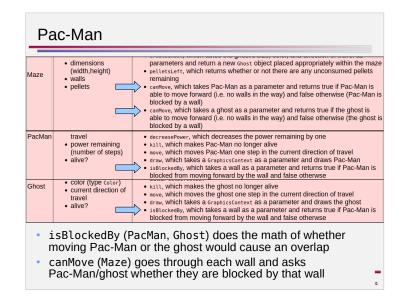
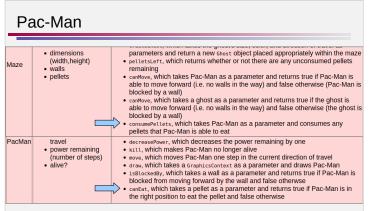


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Maze	dimensions (width,height) walls pellets	 parameters and return a new Ghost object placed appropriately within the maze pettetsLeft, which returns whether or not there are any unconsumed pellets remaining canMove, which takes Pac-Man as a parameter and returns true if Pac-Man is able to move forward (i.e. no walls in the way) and false otherwise (Pac-Man is blocked by a wall) canMove, which takes a ghost as a parameter and returns true if the ghost is able to move forward (i.e. no walls in the way) and false otherwise (the ghost is able to move forward (i.e. no walls in the way) and false otherwise (the ghost is blocked by a wall)
PacMan	travel • power remaining (number of steps) • alive?	 decreasePower, which decreases the power remaining by one k11, which makes Pac-Man no longer alive move, which moves Pac-Man one step in the current direction of travel draw, which takes a GraphicsContext as a parameter and draws Pac-Man isBlockedby, which takes a wall as a parameter and returns true if Pac-Man is blocked from moving forward by the wall and false otherwse
Ghost	 color (type Color) current direction of travel alive? 	kill, which makes the ghost no longer alive move, which moves the ghost one step in the current direction of travel draw, which takes a GraphicsContext as a parameter and draws the ghost isBlockedBy, which takes a wall as a parameter and returns true if Pac-Man is blocked from moving forward by the wall and false otherwse







- canEat (PacMan) does the math of whether Pac-Man can eat the pellet
- consumePellets (Maze) goes through each pellet, asks Pac-Man if the pellet can be eaten, and handles the pellet being eaten if so

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