

Scene

board [HEIGHT][WIDTH] int

num_pellets int

num_powerups int

Player

pacman ●

x	int
y	int
dx	int
dy	int
ch	char
col	int

Player

x	int
y	int
dx	int
dy	int
ch	char
col	int

([0])

x	int
y	int
dx	int
dy	int
ch	char
col	int

([1])

ghosts[] ●

.
. .
. .

x	int
y	int
dx	int
dy	int
ch	char
col	int

([NUM_GHOSTS-1])

