Maze

- Maze(int, int)
- answerMultipleChoice(char) : boolean
- checkDirectionForUser(char) : boolean
- checkDistance(int) : boolean
- checkNeighbors(int, int) : int[]
- checkTypeQuestion() : int
- checkTypeQuestionMaze(char) : int
- checkUserSpot() : char
- chooseDirection(int, int, int[]) : int
- convertArray(int[]) : int
- convertMazeToLarger() : void
- create(int, int) : void
- displayDirections() : void
- displayQuestion(char) : boolean
- generateMaze() : void
- getDistance(int, int) : int
- loadMaze(ObjectInputStream) : void
- movePlayer(char) : void
- questionAnswered(char) : void
- saveMaze(ObjectOutputStream) : void
- setBlankMaze(int) : void
- setExit() : void
- shortAnswer(String) : boolean
- answer : String
- choice : String[]
- door : int
- myArrayMaze : char[][]
- myColumns : int
- myCorrectAnswer : String
- myMaze : Room[][]
- myQuestions : SQLQuestions
- myRand : int
- myRows : int
- mySpawnColLargeMaze : int
- mySpawnColMaze : int
- mySpawnRowLargeMaze : int
- mySpawnRowMaze : int
- question : String

Room

- myNorth : boolean
- mySouth : boolean
- myWest : boolean
- myEast : boolean
- myNorthWall : boolean
- mySouthWall : boolean
- myEastWall : boolean
- myWestWall : boolean
- Room()
- directionEast : Door
- directionNorth : boolean
- directionSouth : boolean
- directionWest : boolean
- eastWall : boolean
- myExit : boolean
- myQuestionEast : Door
- myQuestionNorth : Door
- myQuestionSouth : Door
- myQuestionWest : Door
- mySpawn : boolean
- myVisited : boolean
- northWall : boolean
- southWall : boolean
- visited : boolean
- westWall : boolean

MazeTest

- maze : Maze
- MazeTest()
- answerMultipleChoice() : void
- checkDirectionForUser() : void
- checkNeighbors() : void
- checkTypeQuestion() : void
- checkTypeQuestionMaze() : void
- checkUserSpot() : void
- chooseDirection() : void
- convertArray() : void
- convertMazeToLarger() : void
- create() : void
- displayQuestion() : void
- generateMaze() : void
- setDoor() : void
- shortAnswer() : void

UserFunctionality

- maze : Maze
- scan : Scanner
- myPlayer : Player
- file : String
- myClip : Clip
- UserFunctionality()
- checkIfMoveable(char) : boolean
- chooseDifficulty() : void
- createMaze() : void
- gamePlay() : void
- loadLastGame() : void
- main(String) : void
- muteMusic() : void
- playMusic() : void
- saveGame() : void

SQLQuestions

- obj : Question
- rand : Random
- SQLQuestions()
- getAnswer(int) : String
- getQuestion(int) : String
- getType(int) : int
- removeQuestion(int) : void
- selectDiff(int) : void
- questionList : ArrayList<Question>
- randomvalue : int

ImageFrame

- panel : JPanel
- con : Container
- ImageFrame()
- hideMenu() : void
- setBackground() : void
- button : JButton

Door

- Door(String, String, boolean, int, boolean)
- myAnswer : String
- myQuestion : String
- myQuestionAnswered : boolean
- myQuestionExist : boolean
- myType : int

Question

- myDifficulty : int
- Question(int, String, String, int)
- myAnswer : String
- myQuestion : String
- myType : int

gui

- gui()
- controlPanel(JPanel) : void
- main(String[]) : void
- newGameMenu() : JPanel
- startNewGame(int) : void

Player

- Player(int)
- alive() : boolean
- decreaseHealth() : void
- myHealth : int