

Use Cases

- 1: Print instructions to screen
2. Maze prints to screen
3. User inputs direction they would like the mouse to move
 - a) if the direction is traversable, maze is drawn again with player in its new position and with cats in a new position
 - b) If the direction is not traversable, print an error message to the screen and ask for re-input
 - c) If the place the mouse is about to traverse to contains a cat, End game, skip to step 5.
 - d) If the place the mouse is about to traverse to contains a cheese, increment the cheese count
 - A) If the cheese count is greater than or equal to 4, end game, print "you win" to the screen. Skip to step 5.
 - B) If the cheese count is less than 4, draw the cheese in a different spot
5. Ask if user wants to play again or terminate application
 1. if user types "y", reset game
 2. if user types "n", terminate application