CRC Cards

Board Object	Collaborators
Contains fields for visibility, and traversability, isWall, isCat, isPlayer, isCheese Responsible for picking the random direction the object wants to move to (if it's a cat)	Position Manager

Input Validator	Collaborators
Ensures only valid key strokes are entered and when they are not, will prompt an error message. Also removes case sensitivity	Position Manager

Position Manager	Collaborators
Manages the locations of board objects on the board. Makes sure objects only move to valid positions Sets start positions for cat and player Responsible for initializing and updating the board including the maze	Board Object Maze Builder

Maze Builder	Collaborator
Uses breadth first search algorithm to build a maze and then removes some of the walls to make it easier to traverse	Board object

Main	Collaborators
Runs the game until 4 cheeses have been collected	Position Manager Maze Builder UI printer

UI Reader	Collaborators
Takes in user input, checks it with input validator and uses this input to accordingly change the mouse position in position manager Turns a 2D array received from position manager into a printable string uses UI printer to print it.	Position Manager Input validator UI printer

UI Printer	Collaborator
Prints the maze to the screen	Main