**CRC Cards**

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| **Board Objects (super class)** | **Collaborators** |
| Contains fields for visibility, and traversability |  |

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| Player (inherits from Board objects) | Collaborators |
| Responsible for controlling the state of the player.  Tells position manager which direction the user wishes to move to | Position manager |

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

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| 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 the board including the maze | Board Objects |

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| Cat (inherits from Board objects) | Collaborator |
| Pseudo randomly traverses board  Tells Position manager which direction to go  Logs where it came from so it can try to not backtrack  Does not back track unless its only possible move | Position manager |

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| Cheese | Collaborators |
| Stores coordinates of a piece of cheese.  Disappears after found by the mouse |  |

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| Maze | Collaborators |
| Generates and stores information on the maze. |  |