

Model

Maze

```
_map:list
_player:Player
_exit_space:(x,y)
_empty_spaces:list
-----
is_player_at_exit()
find_player_space()
can_move_to(row,col)
is_item(space)
is_exit(space)
find_empty_space()
remove_from_empty_spaces_list(space)
place_object(space,letter)
add_object_to_maze(letter)
find_random_spot()
```

Player

```
_backpack:list
-----
backpack(item)
```

Controller

Maze_Controller

```
_maze:maze
_view:view
-----
play_game()
get_input(keys)
move_player(input_direction,Px,Py)
```

MazeGame

```
-----
play_maze()
```

Views

Maze_view

```
_width:int
_height:int
_screen:pygame.display
_entry:(x,y)
-----
display()
title_print(x,y,type_e,screen_s)
```

Main

```
-----
maze_game.play_maze()
```

