

<b>straightLineEnemy</b>	
<p>This class would create enemy create enemy which can go straight regularly and can not find the player to follow.</p> <p>Author: Hao Wu</p> <p>Super class: Enemy</p> <p>Sub class: N/A:</p>	
Responsibilities An enemy	Collaborators Enemy
<b>wallFollowingEnemy</b>	
<p>The enemy only display the sides of wall, which only follow the wall.</p> <p>Author: Hao Wu</p> <p>Super class: Enemy</p> <p>Sub class: N/A:</p>	
Responsibilities An enemy	Collaborators Enemy
<b>dumbTargettingEnemy</b>	
<p>The enemy would find the way that shortest to the player and follow this way.</p> <p>Author: Hao Wu</p> <p>Super class: Enemy</p> <p>Sub class: N/A:</p>	
Responsibilities An enemy	Collaborators Enemy
<b>smartTargettingEnemy</b>	
<p>The enemy would find the way that the shortest and without any obstacles.</p> <p>Super class: Enemy.</p> <p>Sub class: N/A:</p>	
Responsibilities An enemy	Collaborators Enemy
<b>Enemy</b>	
<p>We can design which kind of enemy to be used and how many. And enemy would kill the player when they are in the same cell by this class.</p> <p>Author: Hao Wu</p> <p>Super class: Body</p> <p>Sub class: straightLineEnemy, wallFollowingEnemy, dumbTargettingEnemy, wallFollowingEnemy</p>	
Responsibilities An enemy kill	Collaborators Body traightLineEnemy wallFollowingEnemy dumbTargettingEnemy smartTargettingEnemy

Player	
<p>In this class, we would designed the code that the way to move of the character controlled by player and store information of items and keys</p> <p>Author: Hao Wu</p> <p>Super class: Body</p> <p>Sub class: N/A:</p>	
<p>Responsibilities</p> <p>Move</p> <p>Store data</p>	<p>Collaborators</p> <p>Body</p> <p>Key</p> <p>Item</p> <p>Door</p>
Body	
<p>If the player move a cell the enemy must move a cell.</p> <p>Author: Hao Wu</p> <p>Super class: Object</p> <p>Sub class: N/A:</p>	
<p>Responsibilities</p> <p>Move</p>	<p>Collaborators</p> <p>Enemy</p> <p>Player</p>