

# CRC Cards :

GamePlay <Interface>	
<ul style="list-style-type: none"> <li>- main program</li> <li>- generate new maze</li> <li>- user input (move)</li> <li>- checks move and does it.</li> <li>- handles invalid input</li> <li>- manages cheat code</li> </ul>	Maze

Maze	Mouse Cat Cheese Space
<ul style="list-style-type: none"> <li>- knows the position of mouse, cat, cheese, walls, spaces</li> </ul>	

Cat	Maze
<ul style="list-style-type: none"> <li>- moves randomly</li> <li>- never backtracks</li> </ul>	

Cheese	Maze
<ul style="list-style-type: none"> <li>- fixed position while creating maze</li> <li>- randomly generated cheese when one is collected</li> </ul>	

Mouse	Maze
<ul style="list-style-type: none"> <li>- moves according (provided input)</li> <li>- reveals 8 directions of mouse position</li> </ul>	

Spaces	Maze
<ul style="list-style-type: none"> <li>- holds position of a space</li> </ul>	