UI Package		Game Logic	

User Input	
Read Input Return Input Key	

Game play (main)	
Combine Maze and unexplored sections Interpret given input Check the game state Reveal the generated maze	Display output User Input Maze Generator Maze Handler

Display output	
Output maze Output hit wall message Output invalid input message Output help message	

Maze Generator	
Generate maze Check maze validity Return the maze	

Maze Handler	
Update player location in maze Update cats location in the maze Update cheese location in the maze Update the unexplored sections Check if cell is a wall Check if player is eaten Check if cheese is eaten	Player Cat Cheese

Player	
Get player's position Get player's number symbol Move the player	

Cat	
Cat's Coordinates Cat's number symbol Cat's movement	

Cheese	
Cheese's position Cheese's number symbol	