

Maze	
Responsibilities	Collaborators
<i>Generates a maze</i> <i>Moves the cats in the maze</i> <i>Moves the player</i> <i>Tells the UI if all the blocks are visible or not</i>	Cat Player Cell Coordinate UserInput

Cell	
Responsibilities	Collaborators
<i>Keeps track of what things are in the cell (cat, player, wall, empty space, discovered, border)</i> <i>Tells us if it is discovered or not</i>	Cat

Cat	
Responsibilities	Collaborators
<i>Keeps track of its position (coordinates) on the maze</i> <i>Knows its previous direction it has gone</i>	Coordinate

Player	
Responsibilities	Collaborators
<i>Keep track of number of cheese collected</i> <i>Keep track of its position on the maze</i>	Coordinate

Coordinates	
Responsibilities	Collaborators
<i>Make storing positions easier</i> <i>Stores X, Y coordinates with setters, getters and a equal method</i>	

Generator	
Responsibilities	Collaborators
<i>Generate the blocks to remove from the maze after running the maze generation algorithm</i> <i>Generate the direction for the cats to move</i> <i>Generate the location to spawn the cheese</i>	Coordinates Maze

Display	
Responsibilities	Collaborators
<i>Prints maze to console</i> <i>Prints various messages such as the welcome and help messages to the console</i>	System

UserInput	
Responsibilities	Collaborators
<i>Get input from user while performing validations on the user input</i>	System

Enum: ValidInput	
Responsibilities	Collaborators
<i>Used for standardizing inputs such as up down, left, right and avoids using strings.</i>	

MazeElements	
Responsibilities	Collaborators
<i>Stores all the symbols to be used in printing the maze</i> <i>Allows to easily modify the symbols without changing other parts of the code</i>	HashMap