

CreateMap
<ul style="list-style-type: none"> - int boxsize - int cols - int rows - Square[][] grid - boolean creationDone
<ul style="list-style-type: none"> + boolean creationProcess() + void saveMap() + void printMap() + void mapClick(int x, int y) + void clearThis()

MazeChecker
<ul style="list-style-type: none"> - int MAZ_SIZE - char[][] maze - boolean solved - char PATH - char THE_EXIT - char CURRENT - char VISITED_PATH
<ul style="list-style-type: none"> + void solve() + boolean checkMaze()

PathFinder
<ul style="list-style-type: none"> - int MAX_SIZE - char[][] maze - int heightM - int widthM - Queue<Node> queue; - Node shortestPath; - char WALL - char PATH - char THE_EXIT - char VISITED
<ul style="list-style-type: none"> + void getPath(int colStart, int rowStart) + String toString() + void solve()

Node
<ul style="list-style-type: none"> - int xCor - int yCor - Node parentnode
<ul style="list-style-type: none"> +Node getParent() + int getX() + int getY() + String toString()

Square
<ul style="list-style-type: none"> - int state; - int rows; - int cols; - int boxsize; - color c;
<ul style="list-style-type: none"> + void changeState() + void changeColor() + void appear() + int getState() + void setState()

Player
<ul style="list-style-type: none"> - ArrayList<weapon> weapons - int money - int health - int level
<ul style="list-style-type: none"> + String getWeapons() + int getMoney() + int setMoney(int m) + int getHealth() + int setHealth(int h) + int getLevel() + int setLevel(int l) + void play() + void buy(float mX, float mY, float type)



