Maze_UML

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I decided to leave out some attributes
and getter methods which are too similar
to each other to enhance readability

CameraController

- movementSpeed:float
- movementTime:float
- zoomAmount:float
- zoomTime:float

-ApplyInput()

InterfaceController

-sliders:Slider
-textfields:Text

+ OnValueChanged()
+OnGeneratePressed()
- PopulateDrowDown()
- operation3()
-SetSliders(bool value)

«enumeration»
MazeAlgorithm

DepthFirst, Kruskal, Prim

0..*
Uses
1

BaseCell

x:int
y:int
xPos: int
yPos: int
isWall: bool
visited: bool

+ SetWall(bool)
+ DestroyCell()
# Reset()

BazeMaze

+NewMazeEvent: Action
+OnMazeGenFinished: Action
cellSize:int
mazeWidth:int
mazeHeight:int
cellSize:float
cursor:GameObject
wallPrefab:GameObject
cells:BaseCell:[,]

+ RunGeneration(algorithm)
+ SetWidth
+Solve():List<BaseCell>
GenerateMaze()

1..*   Consists of   1

Cursor

-cursorColor:Color
-fadeSpeed:float
-renderer:SpriteRenderer
-alpha:float

+ Fade():IEnumerator

Shows

Implements

Cell

+Cell(int row, int col, int cellSize, GameObject
wallPrefab, Transform parent)
+Reset()

Implements

Maze

-GetNeighbors(BaseCell):
List<BaseCell>