














Cell Descriptions	Class Name	Icon
1. Player Our player is a Gameboy trying to find its way.	<i>PlayerCell</i>	
2. Playground The Gameboy was forgotten by its owner at the playground. This is treated as an obstacle.	<i>StartPointCell</i>	
3. Home The player should head to the goal cell: home.	<i>GoalCell</i>	
4. Roads The player can only walk on these cells which are meant to be paves roads	<i>EmptyCell</i>	
5. Life The Gameboy has only 3 batteries and needs to get home before they run out. Finding a cell with a battery in it adds a life.	<i>AddLifeCell</i>	
6. Charging The batteries keep losing charge for every step taken. Finding a cell with electricity in it add some charge to the battery. Batteries lost cannot be recharges.	<i>AddHealthCell</i>	
7. Obstacles	<i>ObstacleCell</i>	
a. Walls	<i>Obstacle1</i>	
b. High Grass	<i>Obstacle2</i>	
There are two obstacles in the game derived from the main class ObstacleCell.		
8. Enemies	<i>EnemyCell</i>	
a. Enemy1	<i>Enemy1</i>	
b. Enemy2	<i>Enemy2</i>	
c. Enemy3	<i>Enemy3</i>	
d. Enemy4	<i>Enemy4</i>	
e. Enemy5	<i>Enemy5</i>	
Enemies are walking people who can knock a battery/life. All are derived from EnemyCell		
9. Garbage Truck If the player passes by a garbage truck, it will be collected, and the game will be over.	<i>GameOverCell</i>	