

Maze

- GenerateMap
- RevealMap (m)
- HideMaz
- GetPositionPlayer
- GetPositionCat
- GetPositionCheese

Player
Cat



Game Manager

- Maze
- Player
- Cat
- Maze Marsh
- Game Stake

Maze

Player

Cat

Text UI

- printMaze

Maze:

Player

- Command Enum (A,S,D,W)
- Movement
- State (Dead / Alive) : field
- Movement Constraints
- cheat key strokes
- Cat position (Dead).
- checkCurrentPosition / check position
After move.

(chase / cat)

Cat

- Movement
 - Movement Constraints
 - Player position (Player lead)
- checkCurrentPosition / checkAfterMove.

Player

~~Player~~