Maze

Player p;
Player p2;
Player curP;
Cell playerStartCell;
Cell playerStartCell2;
int numberOfPlayer;
List<List<Cell>> map;
ArrayList<Edge> savedWalls;
boolean isEnded;
boolean isWin;
double batPercentage;
double pitPercentage;
ArrayList<Integer> roomsIndex;
HashSet<Cell> visited;
String loseString;
+ shootArrow(Direction int step, Cell)
+ makeMove(Direction)
# togglePlayer()

Controller

- model: Maze
- view: GUIView
+ actionPerformed(ActionEvent)
+ keyReleased(KeyEvent)

GUIView

- entryPanel: JPanel
- gamePanel: JPanel
- JButton…
- JLabel…
setListener(ActionListener, KeyListener)
resetFocus()
+ showGrid()
# getRoomIcon(Map<Direction, Cell>)
# getPitIcon(Map<Direction, Cell>)
# getWumpusIcon(Map<Direction, Cell>)
# getBatIcon(Map<Direction, Cell>)
# getPlayerIcon (Map<Direction, Cell>)
+ gameOver(Maze)
+ win()