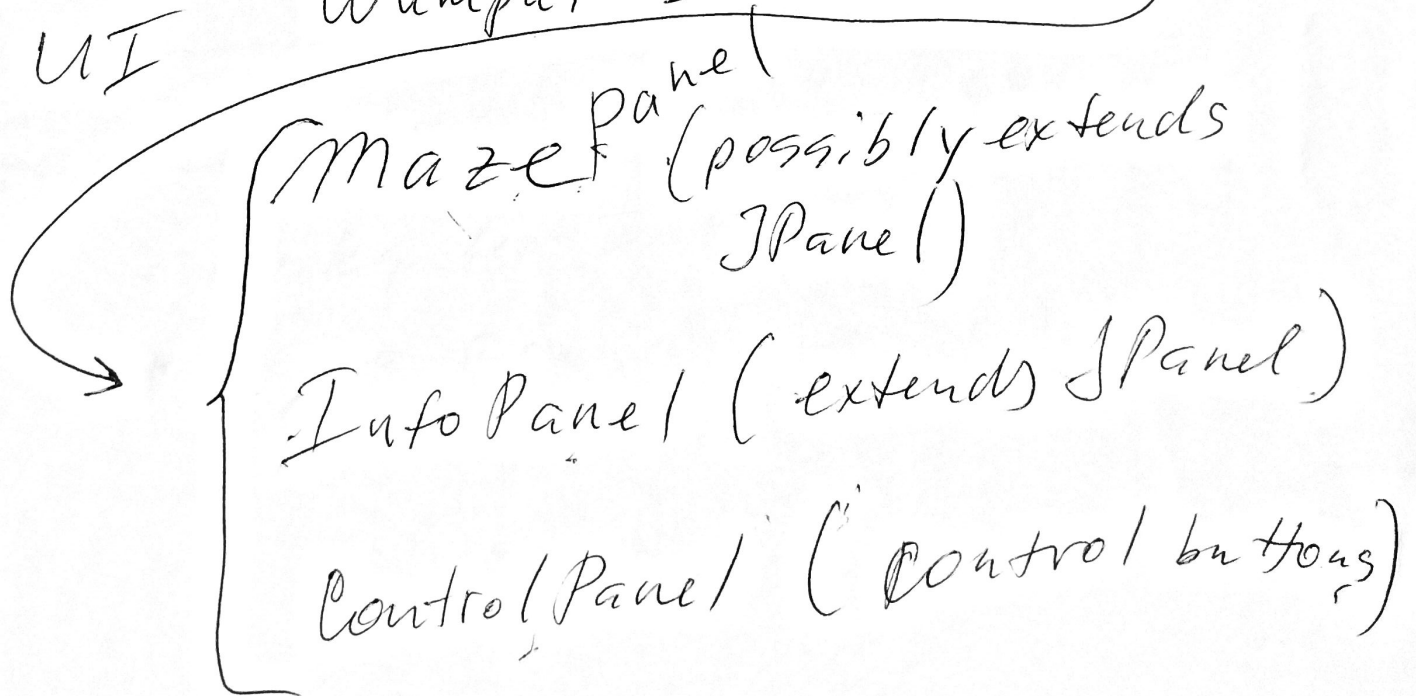


UI Wumpus UI contains



Maze

+ move (Character c, ~~direction~~ Direction dir)

boolean (moves the
character if
possible)

+ isInSightLine (Character seeker,
Character hider)

enum

Direction

{ LEFT, RIGHT,
UP, DOWN }

Game Logic

+ checks for win

+ has a turn counter