

Wumpus UI contains)

Maze Pare (possibly extends

Jano Panel)

Lufo Panel (extends Spanel)

Control Panel (pontrol buttons)

Maze + more (Character e), Otitection)

Direction dir boolean (moves the tharacter if possible + is In Sight Line (Character seekker Charader hider) ELEFT, RIGHT, enum lime from UP, DOWN3 Game Logic + checky for win to has a furn counter