**(Copy pasted, since she wanted us to use similar methods)**

**Sliding Puzzle Classes**

What are some classes we need to implement the sliding puzzle? What is the purpose/responsibility of each class? Identify the classes and record them under either ‘Model’ or ‘User Interface’ package.

**Model**

Class: Character (monster/player)

Int Position x,y

Int Sight distance (difficulty option?)

Int TurnRate (difficulty option?)

Class: Maze

Int array of maze design

Class: GameLogic

Int turnCount

Int[] score

Int difficulty

+ loadScores(String filename)

+ saveScores(String filename)

+playerMove()

+monsterMove()

**User Interface**

Maze

Tiles/label (can just draw individual squares in a pane rather than using tiles)

Wall

Path

Visible/not

Character

Draw/redraw

Select Difficulty

Easy

Hard

Hi-score/turn counter

Display the current turn and the high score for the difficulty