

## CRC Card

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For Project 6, the CRC cards contains AMazeActivity.java, maze\_activity.xml, GeneratingActivity.java, generating\_activity.xml, PlayAnimationActivity.java, animation\_activity.xml, PlayManuallyActivity.java, manually\_activity.xml, WinningActivity.java, winning\_activity.xml, LosingActivity.java, losing\_activity.xml

1. AMazeActivity.java:
  - a. Responsibility: This java file is to make all the GUI contents in the menu screen functional. Change the driver when user chooses different driver. Change the skill level when user chooses different skill level. Change generating algorithm when user chooses different generating algorithm. Go to the generating screen and deliver all the data when user clicks “New Maze” or “Load Maze” button.
  - b. Collaborators: maze\_activity.xml, GeneratingActivity.java
2. Maze\_activity.xml
  - a. Responsibility: Arrange all the GUI contents in the menu screen.
  - b. Collaborators: AMazeActivity.java
3. GeneratingActivity.java:
  - a. Responsibility: This java file is to make all the GUI contents in the generating screen functional. Go back to menu screen when user clicks “Back” button. Mimic the generating process and update the progress bar. Go to the play screen and deliver the data after the progress bar reaches 100%.
  - b. Collaborators: AMazeActivity.java, generating\_activity.xml, PlayAnimationActivity.java, PlayManuallyActivity.java
4. Generating\_activity.xml:

- a. Responsibility: Arrange all the GUI contents in the generating screen.
  - b. Collaborators: GeneratingActivity.java
5. PlayAnimationActivity.java:
- a. Responsibility: This java file is to make all the GUI contents in the animation screen functional. Go to the winning screen when user clicks “go2Winning” button. Go to the losing screen when user clicks “go2Losing” button. Show the visible walls when user checks the “Wall” toggle button. Show the whole map and the size changing buttons when user checks “Map” toggle button. Increment the map size when user clicks the upward arrow button of map size. Decrement the map size when user clicks the downward arrow button of map size. Show the solution when user checks the “Clue” button. Go back to menu screen when user clicks “Back” button.
  - b. Collaborators: GeneratingActivity.java, animation\_activity.xml, LosingActivity.java, WinningActivity.java, AMazeActivity.java
6. Animation\_acitivity.xml:
- a. Responsibility: Arrange all the GUI Contents in the play animation screen.
  - b. Collaborators: PlayAnimationActivity.java
7. PlayManuallyActivity.java:
- a. Responsibility: This java file is to make all the GUI contents in the manually screen functional. Go to the winning screen when user clicks “go2Winning” button. Show the visible walls when user checks the “Wall” toggle button. Show the whole map and the size changing buttons when user checks “Map” toggle button. Increment the map size when user clicks the upward arrow button of map size. Decrement the map size when user clicks the downward arrow button of map size. Show the solution when user checks the “Clue” button. Go back to menu screen when user clicks “Back” button. Control the robot when user clicks corresponding arrow button of controller.

- b. Collaborators: GeneratingActivity.java, manually\_activity.xml, WinningActivity.java, AMazeActivity.java
- 8. manually\_acitivity.xml:
  - a. Responsibility: Arrange all the GUI Contents in the play manual screen.
  - b. Collaborators: PlayManuallyActivity.java
- 9. WinningActivity.java:
  - a. Responsibility: This java file is to make all the GUI contents in the winning screen functional. Go back to menu screen when user clicks “Back” button. Change the text based on the corresponding data delivered.
  - b. Collaborators: PlayAnimationActivity.java, PlayManuallyActivity.java, AMazeActivity.java
- 1. winning\_activity.xml:
  - a. Responsibility: Arrange all the GUI Contents in the winning screen.
  - b. Collaborators: WinningActivity.java
- 2. LosingActivity.java:
  - a. Responsibility: This java file is to make all the GUI contents in the losing screen functional. Go back to menu screen when user clicks “Back” button. Change the text based on the corresponding data delivered.
  - b. Collaborators: PlayAnimationActivity.java, AMazeActivity.java
- 3. losing\_activity.xml:
  - a. Responsibility: Arrange all the GUI Contents in the losing screen.
  - b. Collaborators: LosingActivity.java