Hard code All coordinates

MovingEnemy

RegularReward

BonusReward

Exit

Punishments

Rewards

x: int
y: int
value: int

+ Rewards(int,int, int)
+ setX(int)
+ setY(int)
+ setValue(int)
+ getX(): int
+ getY(): int
+ getValue(): int

Enemies

+ xCoordinate(): int
+ yCoordinate(): int

+ getX(): int
+ getY(): int
+ setX(int): void
+ setY(): void

Cheese

+Cheese()
+ drawCheese()

OrganicCheese

+ isVisible: bool

+ OrganicCheese(bool)
+ drawOrganicCheese(): void
+ updateVisibility(): void

Cat

+ Cat(int, int)
+ updatePosition(): void
+ drawCat(): void

MouseTrap

- penalty: int

+ MouseTrap(int)
+ getPenalty(): int
+ drawMouseTrap(): void

Barriers

 field: type

+ field: type

+ field: type

Board

+ field: type

+ field: type

+ field: type

Mouse

- xCoordinate: int
- yCoordinate: int
- cheeseEaten: int

+ Mouse(int,int,int)
+ getX(): int
+ getY(): int
+ setX(int): void
+ setY(int): void
+ incrementCheeseEaten(): void
+ getCheeseEaten(): int
+ moveUp(): void
+ moveDown(): void
+ moveLeft(): void
+ moveRight(): void
+ drawMouse(): void