Cheese Run

Rewards

```
# x: int
# y: int
# value: int
# RewardWidth: int
# RewardHeight: int
```
```
+ Rewards(int,int, int)
+ setX(int)
+ setY(int)
+ setValue(int)
+ getX(): int
+ getY(): int
+ getValue(): int
```

Enemies

```
# x: int
# y: int
# EnemyHeight: int
# EnemyWidth: int
```
```
+ getX(): int
+ getY(): int
+ setX(int): void
+ setY(int): void
```

Cheese

```
+Cheese()
+ drawCheese()
```
1...*

OrganicCheese

```
- isVisible: bool
- Height: int
-Width: int
```
```
+ OrganicCheese(bool)
+ drawOrganicCheese(): void
+ updateVisibility(): void
```
1...3

Cat

```
+ Cat(int, int)
+ updatePosition(): void
+ drawActor(): void
```
1...*   1...*

MouseTrap

```
- penalty: int
```
```
+ MouseTrap(int)
+ getPenalty(): int
+ drawMouseTrap(): void
```
1...*

MazeBarrier

```
- x : int
- y : int
- BarrierWidth: int
- BarrierHeight: int
```
```
+ MazeBarrier(int, int)
+ setX(int)
+ setY(int)
+ setValue(int)
+ getX(): int
+ getY(): int
+ drawBarrier(): void
```
1...*

Kills

Game

```
- myMouse : Mouse
- myCats : Cat[][]
- cheeses : Cheese[][]
- mouseTraps : MouseTraps[][]
- organicCheese : OrganicCheese[][]
- gameLevel : Maze;
- timer : long
- score : int
- titleScreenImage : Image
- endGameImage : Image
- winScreenImage : Image
```
```
+ Game()
+ createGame()
+ reset(): void
+ drawGame(): void
+ eatCheese(): void
+ getScore() : int
+ incrementScore(int) : void
+ collision(): bool
```
1   1   1   1   1

Maze

```
- width : int
- height : int
- grid : ArrayList<MazeBarrier>[][]
```
```
+ Maze()
+ setHeight(int): void
+ setWidth(int): void
+ getHeight(): int
+ getWidth(): int
+ drawMaze();
```
1   1...*

Mouse

```
- x: int
- y: int
- cheeseEaten: int
- MouseHeight: int
- MouseWidth: 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
+ drawActor(): void
```
1   1