

# Project 4 CRC cards

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Software Development Summer 2016

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## AMazeActivity

### Responsibilities

- Register UI controls for starting activity
- Start GeneratingActivity with parameters specified by UI

### Collaborators

- GeneratingActivity is started, given parameters
- DebugSpinnerListener is given to UI spinners for debug purposes
- anonymous click listeners for button function

## AMazeActivity.DebugSpinnerListener

### Responsibilities

- provide action to be performed for debug when spinners are manipulated

### Collaborators

- AMazeActivity, used by

## GeneratingActivity

### Responsibilities

- Generate or load a maze given parameters from intent
- Update UI to reflect loading progress
- Start PlayActivity when ready

## Collaborators

- AMazeActivity, started by
- PlayActivity is started, passed along driver info
- SimulatedBuildProgress is used to pretend generation takes time
- PlaceholderMaze temporarily holds maze info and stands-in for actual maze data

## GeneratingActivity.SimulatedBuildProgress

### Responsibilities

- Simulate a build process happening asynchronously which takes time

## Collaborators

- GeneratingActivity, called by

## GeneratingActivity.PlaceholderMaze

### Responsibilities

- Stand-in for real maze
- Hold maze generation parameters

## Collaborators

- GeneratingActivity holds instance
- PlayActivity holds instance

## PlayActivity

### Responsibilities

- Display maze and overlays
- Function of UI controls to move around
- Make drivers run and move to finish activity if maze is finished

## Collaborators

- GeneratingActivity, started by

- PlaceholderMaze is used to represent maze data temporarily
- PlaceholderDriver is used to represent driver temporarily
- DebugButtonListener is given to UI buttons for debug purposes
- FinishActivity is started, given results of maze navigation

## **PlayActivity.PlaceholderDriver**

### **Responsibilities**

- Stand-in for real driver
- Provide dummy data for testing play and finish activities

### **Collaborators**

- PlayActivity holds instance

## **FinishActivity**

### **Responsibilities**

- Show results of maze completion
- Show any details about how maze was completed

### **Collaborators**

- PlayActivity, started by