

## MapRule

- gameGrid : String fileName : String - nbVertCells : Int nbHorzCells: Int
- + mazeArray : char [ ] [ ]
- + mapRule (gameGrid : String, fileName : String)
- + initializeMazeArray (gameGrid : String)
- + getGameGrid (): String
- + getFileName () : String
- + getMazeArray () : char [][]
- + getNbVertCells (): Int
- + getNbHorzCells (): Int + isValid (): boolean
- + errorString (): String

- + GameRule(fileList : File [], folderName : String)
- + getFileList () : File []
- + getFolderName (): String
- + isValid (): boolean
- + erorString (): String