

- Amazing Game

- Fields
 - Score
 - Game over?
 - Player
 - Maze
- Main
 - Read any input vars
 - Create Maze
 - Create Player
 - Run Game
 - Update Score
 - Clear Game
- Getter/Helper Functions

- Maze Generator

- Fields
 - isSolvable
- GenerateMaze
 - Algorithm
- Check Solvable

- Maze

- Fields
 - Graph
 - Player
- Create Maze
- Read Input
- Update Player Location
- Check Reached end

- Player

- Fields
 - Name
 - Character
 - Location
- Getter/Helper Functions

- Input Scanner

- Fields
 - Keys pressed list

- GUI Manager

- Update Frame
- Buttons etc.

- Graph → Nodes → Edges etc.

