

<b>MainActivity</b>		Activity
<ul style="list-style-type: none"> <li>Creates a main page to explain the game and the rules.</li> </ul>	<ul style="list-style-type: none"> <li>GeneratingActivity.java class</li> </ul>	

<b>AMazeActivity</b>		Activity
<ul style="list-style-type: none"> <li>Creates an action bar to navigate back a step.</li> <li>Creates a seekBar for the player to select the level of difficulty.</li> <li>Creates a builderSpinner for the player to choose the algorithm used to build the maze.</li> <li>Creates a driverSpinner for the player to chose the driver used to navigate the maze.</li> <li>Creates a button for the player to move on to the GeneratingActivity page.</li> </ul>	<ul style="list-style-type: none"> <li>GeneratingActivity.java class</li> <li>FinishActivity.java class</li> </ul>	

<b>GeneratingActivity</b>		Activity
<ul style="list-style-type: none"> <li>Creates a progressBar so the player knows when the maze is done generating.</li> <li>Moves to the PlayActivity page when the progressBar is full and the maze is done generating.</li> <li>Creates an action bar so that the player can move back a step to the AMazeActivity page.</li> </ul>	<ul style="list-style-type: none"> <li>PlayActivity.java class</li> <li>AMazeActivity.java class</li> </ul>	

<b>PlayActivity</b>		Activity
<ul style="list-style-type: none"> <li>Creates 4 buttons that are represented as arrows, used to move and navigate through the maze in Manual mode.</li> <li>Creates 3 toggleButtons to turn on and off a map of the maze, the solution to the maze, and the walls of the maze.</li> <li>Creates a start button and a stop button to start and stop the robot if in WallFollower or Wizard mode.</li> <li>Creates a Finish button that we will be temporarily using to skip to the finished page.</li> </ul>	<ul style="list-style-type: none"> <li>FinishActivity.java class</li> <li>GeneratingActivity.java class</li> </ul>	

<div>FinishActivity</div> <div>Activity</div>	
<ul style="list-style-type: none"> <li>• If the player made it through the maze, a congratulations screen is displayed.</li> <li>• The amount of energy is displayed.</li> <li>• The number of steps taken is also displayed.</li> <li>• If the player or robot ran out of energy, it displays a sad screen.</li> <li>• Both screens have a button to restart the game which takes the player back to the AMazeActivity page.</li> </ul>	<ul style="list-style-type: none"> <li>• AMazeActivity.java class</li> <li>• PlayActivity.java class</li> </ul>