CRC CARDS MODEL

Cat

Knows X position in maze Knows y position in maze Knows previous positions cat has been. manages X, y positions of Cat	ArrayList

Cell

Knows if mouse has visited Knows if it is a wall Knows if it is a Cat Knows if it is a mouse Knows if it is a cheese Knows if Cat has visited	N/A

Cheese

Knows X position in maze Knows y position in maze manage X, y positions of cheese	N/A

Direction

Knows how to manipulate indexes and change objects positions in maze.	N/A

MazeGenerator

Generate Maze using maze algorithm • DFS?, recursive backtrack? Knows all Cells of maze	Cell

Mouse

Knows X position in maze Knows y position in maze manage X, y position of mouse in maze	N/A

Maze

manages positions of objects in maze. manages adding cheeses manages adding Cats manages maze generation manages win/Loose condition	Cat Mouse Direction Cheese MazeGenerator Cell

CRC Cards View

TextMenu

- manages UI involving game menu, - manages displaying messages relating to game menu. - Error messages	N/A

textUI

- manages U.I involving actual game logic. - Knows to move mouse throughout maze with user input - display actual maze and different symbols - knows to start game	Maze

Main

- Knows to begin game (actual driver for app)	textUI