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| **Class Name:** **GamePage** | |
| **Responsibilities:**   * Drawn the grid box level * Listen for key presses and move the player in those direction along the level * Detects if player or the crate is attempting to be pushed out the boundaries and doesn’t allow it * Keep checking if all the buttons are pressed * If all buttons pressed load the next level * Keep track of player steps | **Collaborators:**  Textures  OpenFile  Player |