# ec.ecu.espe.maze.view

**Maze**
- -height : int
- -width : int
- +buidMaze()
- +drawMaze()

# ec.ecu.espe.maze.controller

**MazeGenerator**
- +buildMaze()
- +drawMaze()

Open/Close

<<create>>

# ec.ecu.espe.maze.model

Single Responsability

**Room**
- -door : Door
- -wall : Wall
- -coordinate : Coordinate
- -room : ArrayList<Room>

N*M

1

**Path**
- +connectEntranceWithExit()
- +generateAnswer()
- +verifySinglePath()

1

has

use

**Coordinate**
- -x : int
- -y : int
- +setPosition()
- +move()

1..3

**Door**
- +createDoor()
- +verifyDoors()
- +open()
- +close()

1..3

**Wall**
- +createWall()
- +verifyWalls()

Liskov Substitution

**EntranceDoor**
- +startGame()

**ExitDoor**
- +finishGame()

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