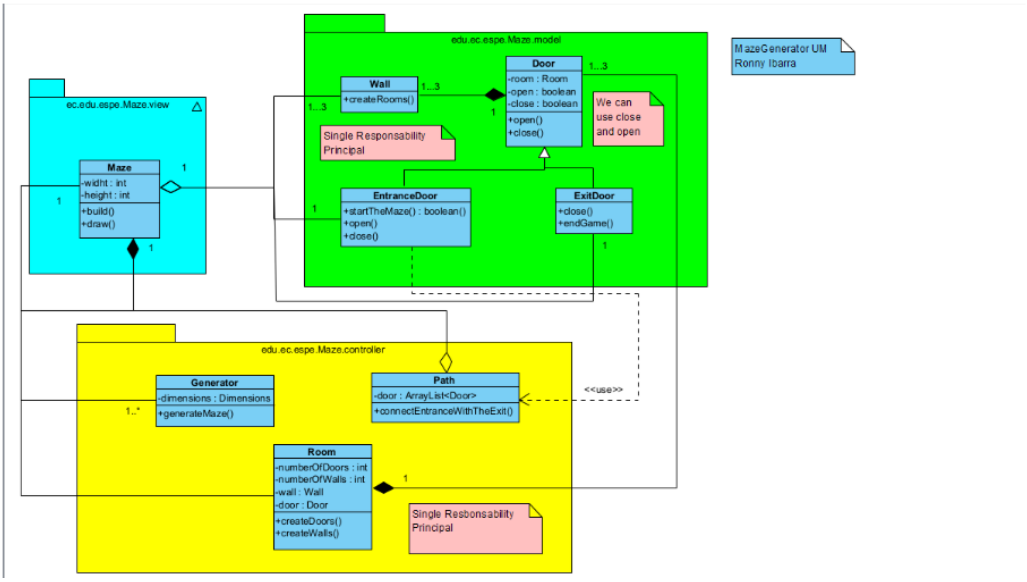
edu.ec.espe.Maze.model
MazeGenerator UM
Ronny Ibarra
ec.edu.espe.Maze.view
Maze
-widht : int
-height : int
+build()
+draw()
Wall
+createRooms()
Door
-room : Room
-open : boolean
-close : boolean
+open()
+close()
We can use close and open
Single Responsability Principal
EntranceDoor
+startTheMaze() : boolean()
+open()
+close()
ExitDoor
+close()
+endGame()
edu.ec.espe.Maze.controlier
Generator
-dimensions : Dimensions
+generateMaze()
Path
-door : ArrayList<Door>
+connectEntranceWithTheExit()
<<use>>
Room
-numberOfDoors : int
-numberOfWalls : int
-wall : Wall
-door : Door
+createDoors()
+createWalls()
Single Resbonsability Principal