Maze

- screenWidth, screenHeight: int
- mazeGrid: MazeSection[][]
- player: Player
- exitPoint: MazeSection
- textBrush: Paint
- mazeBrush: Paint
- mazeSectionLength: float
- verticalMargin, horizontalMargin: float
- playerPaint, exitPointPaint: Paint
- rows, cols: int
- colourScheme: String
- character: String

- ~ Maze()
- ~ getRows(): int
- ~ getCols(): int
- ~ setRows(rows: int): void
- ~ setCols(cols: int): void
- ~ getTextBrush(): Paint
- ~ setTextBrush(textBrush: Paint): void
- ~ getScreenWidth(): int
- ~ setScreenWidth(screenWidth: int): void
- ~ getScreenHeight(): int
- ~ setScreenHeight(screenHeight: int): void
- ~ getMazeGrid(): MazeSection[][]
- ~ setMazeGrid(mazeGrid: MazeSection[][]): void
- ~ getPlayer(): Player
- ~ setPlayer(player: Player): void
- ~ getExitPoint(): MazeSection
- ~ setExitPoint(exitPoint: MazeSection): void
- ~ getMazeBrush(): Paint
- ~ setMazeBrush(mazeBrush: Paint): void
- ~ getMazeSectionLength(): float
- ~ setMazeSectionLength(mazeSectionLength: float): void
- ~ setVerticalMargin(verticalMargin: float): void
- ~ setHorizontalMargin(horizontalMargin: float): void
- ~ getVerticalMargin(): float
- ~ getHorizontalMargin(): float

(Maze continued)

- ~ getPlayerPaint(): Paint
- ~ setPlayerPaint(playerPaint: Paint): void
- ~ getExitPointPaint(): Paint
- ~ setExitPointPaint(exitPointPaint: Paint): void
- ~ getColourScheme(): String
- ~ setColourScheme(colourScheme: String): voi
- + getCharacter(): String
- + setCharacter(character: String): void

MazeSection

- hasBottomWall: boolean
- hasTopWall: boolean
- hasLeftWall: boolean
- hasRightWall: boolean
- row: int
- col: int
- modified: boolean

- ~ MazeSection(row: int, col: int)
- ~ getHasTopWall(): boolean
- ~ setHasTopWall(hasTopWall: boolean): void
- ~ getHasBottomWall(): boolean
- ~ setHasBottomWall(hasBottomWall: boolean): void
- ~ getHasLeftWall(): boolean
- ~ setHasLeftWall(hasLeftWall: boolean): void
- ~ getHasRightWall(): boolean
- ~ setHasRightWall(hasRightWall: boolean): void
- ~ getRow(): int
- ~ getCol(): int
- ~ isModified(): boolean
- ~ setModified(modified: boolean): void

Player

- hasMoved: boolean
- row: int
- col: int
- lives: int

- ~ Player(row: int, col: int, lives: int)
- ~ hasMoved(): boolean
- ~ setHasMoved(hasMoved: boolean): void
- ~ getRow(): int
- ~ setRow(row: int): void
- ~ getCol(): int
- ~ setCol(col: int): void
- ~ getLives(): int
- ~ setLives(lives: int): void