Maze UI Activities

I think the following classes should become obsolete after project 7: MazeApplication and SimpleActionListener.

AMazeActivity	
Responsibilities	**Collaborators**
- displays the welcome page - takes parameter settings to start with maze generation	- GeneratingActivity

GeneratingActivity	
Responsibilities	**Collaborators**
- displays progress of the maze generation	- MazeController (it needs to use MazeController.getPercentDone() to see what percentage of the maze has been generated) - PlayActivity

PlayActivity	
Responsibilities	**Collaborators**
- displays the maze - allows user to manually navigate a robot through the maze or watch a robot explore the maze by itself	- MazeController (needs some changes) - MazePanel (probably need to change this so we use an android awt package instead of java.awt) - MazeView (when redrawing, instead of using using redrawState methods in there, it needs to be able to switch to the different activities; also probably need to change this to use android awt packages) - SimpleKeyListener (instead of listening to buttons from the keyboard, it needs to listen to buttons from the android ui) - AMazeActivity

FinishActivity	
Responsibilities	**Collaborators**
- displays the finish screen with - informs the user what happened (success or failure) and allows restart of game	- BasicRobot (it needs to use BasicRobot.getPathLength() to see how much the robot traveled and BasicRobot.getEnergyConsumed() to see how much energy the robot consumed - AMazeActivity