

Maze UI Activities

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

AMazeActivity	
Responsibilities <ul style="list-style-type: none">- displays the welcome page- takes parameter settings to start with maze generation	Collaborators <ul style="list-style-type: none">- GeneratingActivity

GeneratingActivity	
Responsibilities <ul style="list-style-type: none">- displays progress of the maze generation	Collaborators <ul style="list-style-type: none">- MazeController (it needs to use MazeController.getPercentDone() to see what percentage of the maze has been generated)- PlayActivity- AMazeActivity (for when back button is pressed)

PlayActivity	
Responsibilities <ul style="list-style-type: none">- displays the maze- allows user to manually navigate a robot through the maze or watch a robot explore the maze by itself	Collaborators <ul style="list-style-type: none">- 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 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 (for when back button is pressed)

FinishActivity	
Responsibilities <ul style="list-style-type: none">- displays the finish screen with- informs the user what happened (success or failure) and allows restart of game	Collaborators <ul style="list-style-type: none">- 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 (for when back button is pressed)