

AMazeActivity

```
/**
 * Class: AMazeActivity
 * Responsibility: Collect user input for maze generation and preferred driver method.
 * Collaborators: None, this is the main parent activity.
 *
 * @author Caroline Fagan and Aparna Nagaraj
 */
```

onCreate

```
/**
 * Creates the main activity screen with a seekbar, spinners, and buttons to select
 the skill level,
 * driver, generation algorithm, and explore/revisit option. Also adds listeners for
 each and switches
 * to the generating state when either explore or revisit is selected.
 * @param savedInstanceState
 */
```

GeneratingActivity

```
/**
 * Class: GeneratingActivity
 * Responsibility: Show this screen while the maze is being generated and display the
 generation progress on screen
 * Collaborators: AMazeActivity
 *
 * @author Caroline Fagan and Aparna Nagaraj
 */
```

onCreate

```
/**
 * Creates the progress bar to inform the user of how much of the maze has been
 generated
 * and switches to the generating screen when finished.
 * @param circle
 */
```

onBackPressed

```
/**
 * Return the user to AMazeActivity
 */
/**
```

PlayActivity

```
 * Class: PlayActivity
 * Responsibility: Show the user the maze and provide controls to navigate with a
 manual driver or
 * pause/continue with an automatic driver. Give the options of showing a maze
 preview, solution, and walls.
 * Collaborators: GeneratingActivity
 *
 * @author Caroline Fagan and Aparna Nagaraj
 */
```

Handler

```
/**
 * update the robot's energy
 */
```

onCreate

```
/**
 * Create the toggle buttons, navigation buttons, and progress bar. Toggle buttons
turn hints on
 * and off. Navigation buttons allow the user to manually navigate the maze. Switches
to the
 * finish screen when the robot runs out of energy or the maze is finished.
 * @param savedInstanceState
 */
```

onBackPressed

```
/**
 * Return the user to AMazeActivity
 */
/**
```

FinishActivity

```
 * Class: FinishActivity
 * Responsibility: Shows the user a message based on whether the game was won or lost.
Option to play again.
 * Collaborators: PlayActivity
 *
 * @author Caroline Fagan and Aparna Nagaraj
 */
```

onCreate

```
/**
 * Show the win/lose message and create the button to return to the start screen if
selected
 * @param savedInstanceState
 */
```

onBackPressed

```
/**
 * Return the user to AMazeActivity
 */
```