

Maze and the City - UML

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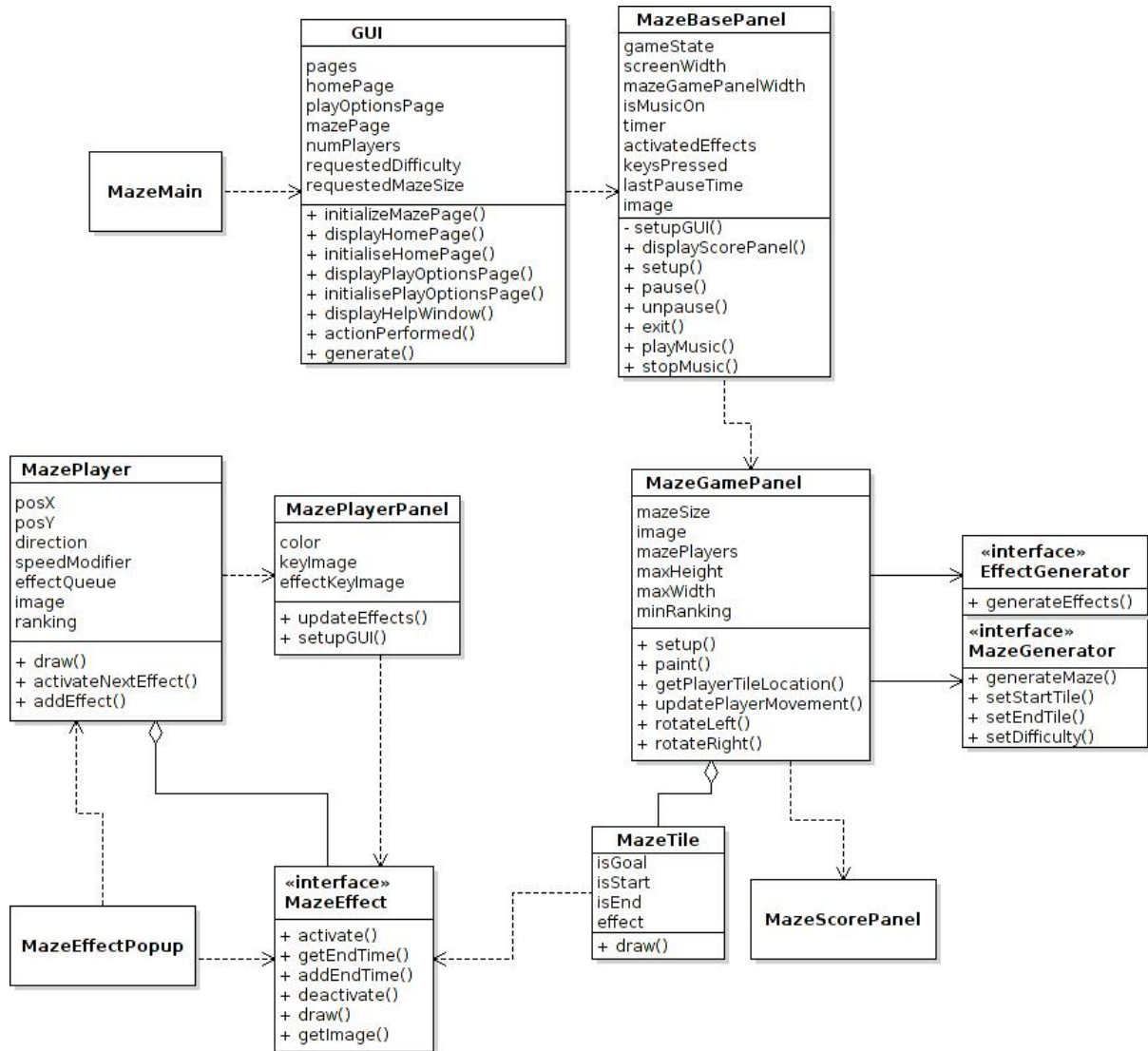


Figure 1: The Overall System

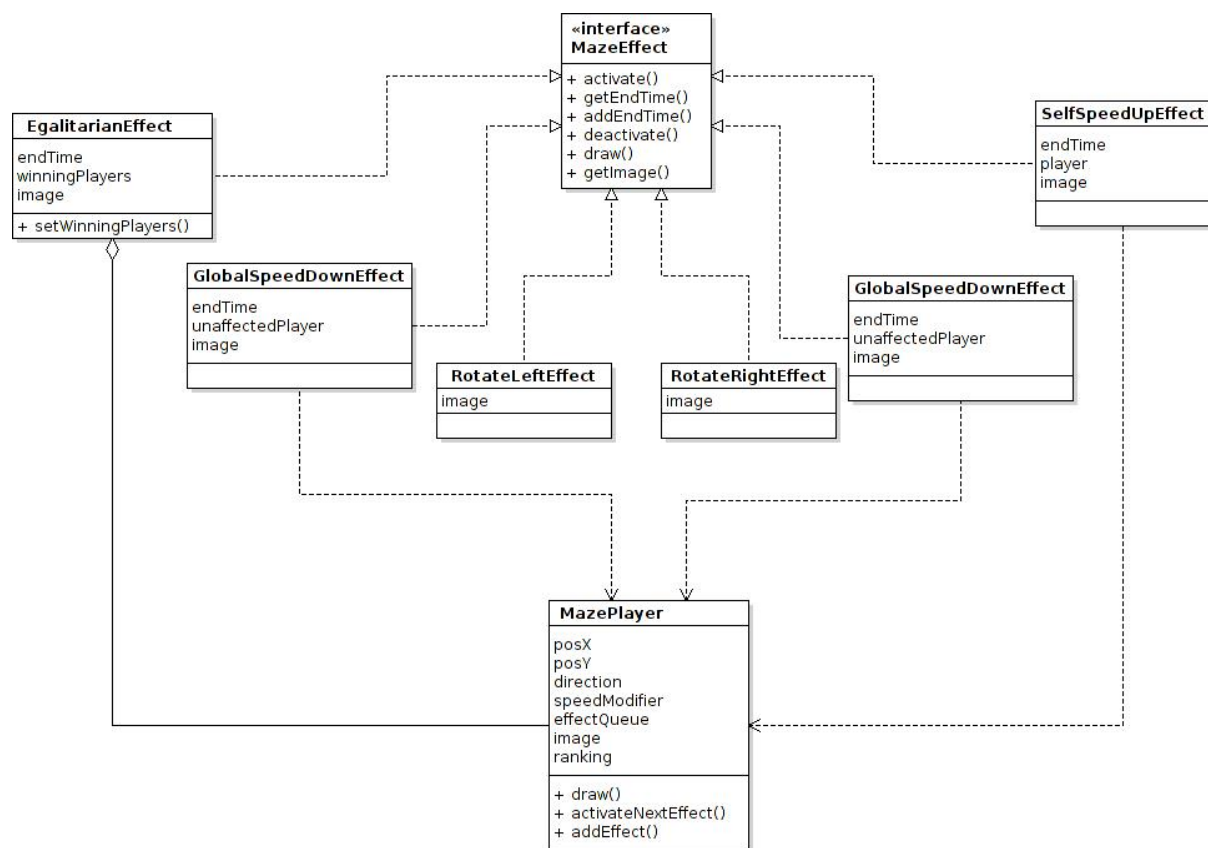


Figure 2: The MazeEffect Interface (Adapter Pattern)

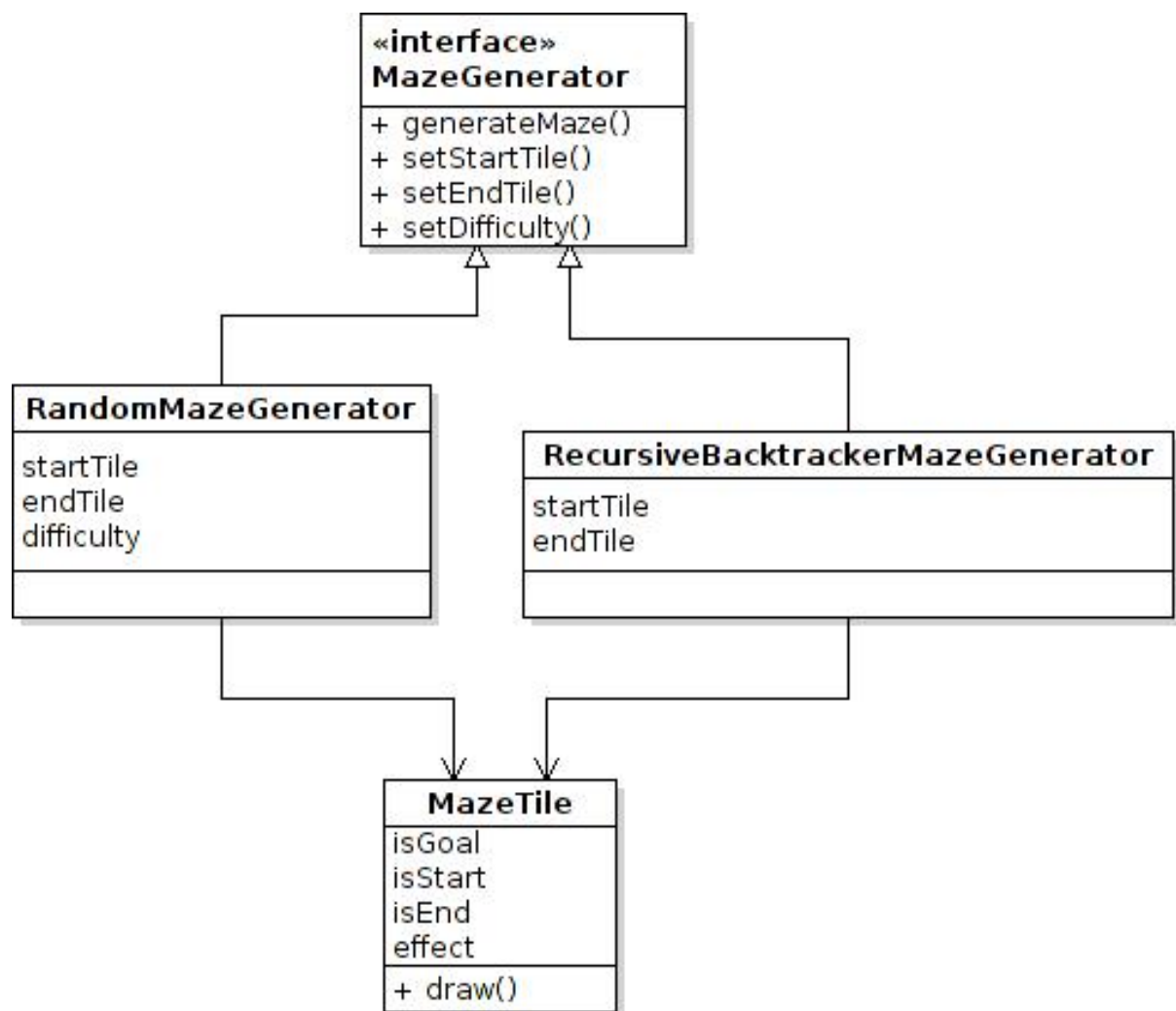


Figure 3: The MazeGenerator Interface (Strategy Pattern)

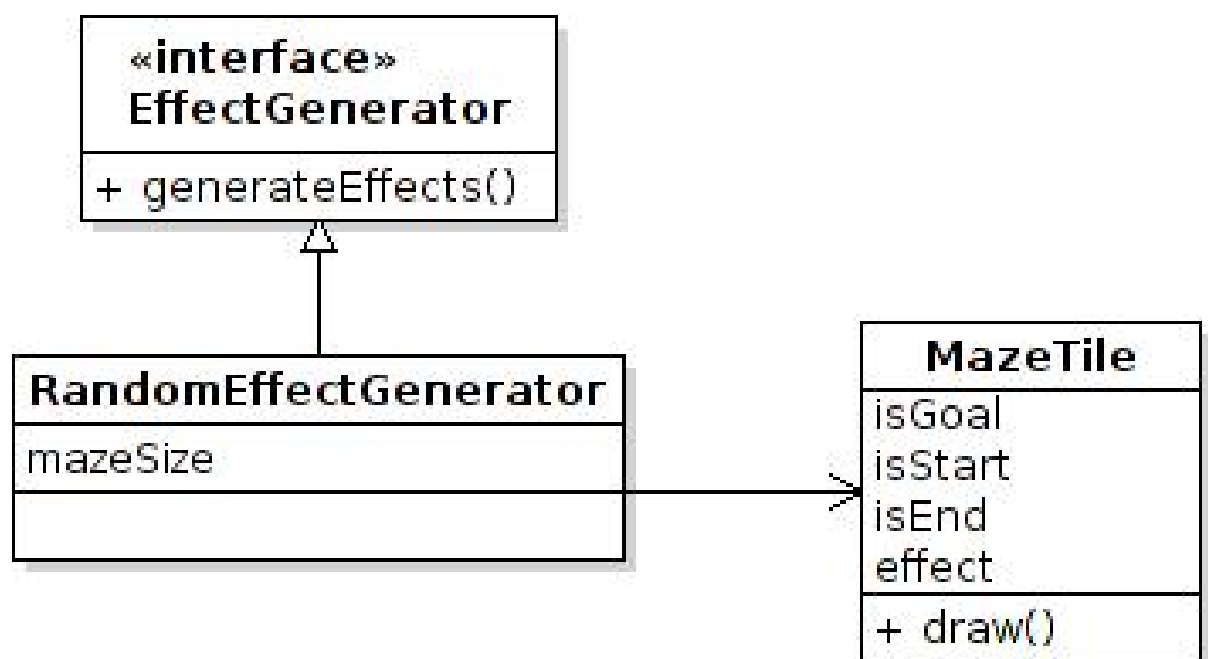


Figure 4: The EffectGenerator Interface (Strategy Pattern)