



*MazeController*: The master object that controls the generator, solver, and animation

*MazeGenerator*: Generates a Maze object based on a specific algorithm set by the controller. Will give a list of animations to display as well

*Maze*: The maze object generated by the generator that will be sent to the solver to be solved.

*Cell*: The locations in the maze. Each will have 4 walls (most walls will be duplicated amongst adjacent cells)

*MazeSolver*: Solves the maze using a specified algorithm. Will give a list of animations to display as well

*AnimationList*: An ordered collection of events to apply to the screen, displaying the order of events that happened in the generator and solver after the maze has been both generated and solved

*GraphicalMaze*: The object being displayed to the screen that will be manipulated by the animations.