

## Gameboard

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|---|---|
| <ul style="list-style-type: none"><li>Creates maze and updates any possible changes after moves</li></ul> | <ul style="list-style-type: none"><li>RandomdepthFirstSearchMaze</li><li>Hero</li><li>Monster</li><li>PowerUp</li></ul> |
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## MENU

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| <ul style="list-style-type: none"><li>Displays the text and takes inputs from player</li></ul> | <ul style="list-style-type: none"><li>GameBoard</li></ul> |
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## Hero

Placeable

- |  |   |
|--|---|
| <ul style="list-style-type: none"><li>To kill and move</li></ul> | <ul style="list-style-type: none"><li>Gameboard</li></ul> |
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## Monster

Placeable

- |   |   |
|---|---|
| <ul style="list-style-type: none"><li>To randomly move and kill</li></ul> | <ul style="list-style-type: none"><li>Gameboard</li></ul> |
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## VisibleMazeDisplayer

IMazeDisplayer

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| <ul style="list-style-type: none"><li>To print full shown maze</li></ul> | <ul style="list-style-type: none"><li>Gameboard</li></ul> |
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## HiddenMazePlayer

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| <ul style="list-style-type: none"><li>Shows a hidden maze along hero</li></ul> | <ul style="list-style-type: none"><li>Gameboard</li></ul> |
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**Powerup**

- To randomly be placed in gameboard

- Gameboard

**IMazedisplayer**

- To print full maze

- VisibleMazeDisplayer

**Placeable**

Hero,Monster

- To keep X and Y positions

**RandomDepthFirstSearchMaze**

- Create maze