

Project 6

Class	Responsibilities	Collaborators
AMazeActivity	<ul style="list-style-type: none">-Title Screen-Sets parameters for maze: skill level, algorithm, robot, and whether a maze should be created new or loaded from previous maze-Uses a seek bar to set skill level, spinner to set robot and algorithm, and 2 buttons for exploring new maze and loaded maze from file	GeneratingActivity
GeneratingActivity	<ul style="list-style-type: none">-Loads maze with given parameters-Uses progress bar to show percent of maze built-Automatically switches to play activity when loading is complete	PlayActivity AMazeActivity
PlayActivity	<ul style="list-style-type: none">-State where maze is shown and played-uses progress bar to show energy consumption-Uses 4 buttons for manual robot navigation-Uses 2 buttons for play/pause for all other robots-3 switches, one each for showing map, walls, and solution	AMazeActivity GeneratingActivity FinishActivity
FinishActivity	<ul style="list-style-type: none">-End screen after maze game complete (whether running out of battery or winning)-button restarts game, takes user to title screen	AMazeActivity PlayActivity