

(Woo is just the driver file for the rest of the code)

Woo
No variables
+void main

Player
- boolean escape - boolean caught - int xPos - int yPos - int xTemp - int yTemp + int randomness
// Accessor Methods + getXPos() + getYPos() + getXTemp() + getYTemp() + getWin() + getCaught()  // Mutator Methods + setXPos(int input) + setYPos(int input) + setXTemp(int input) + setYTemp(int input) + setCaught() + setEscape(boolean input)

Monster
- int xPos - int yPos - int xTemp - int yTemp
//Accessor Methods + getXPos()

<ul style="list-style-type: none"><li>+ getYPos()</li><li>+ getXTemp()</li><li>+ getYTemp()</li> <li>+Chase(Player input)</li></ul>
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Game
<ul style="list-style-type: none"><li>- String[][] board</li><li>- boolean[][] wall</li><li>- boolean[][] permanent</li><li>- boolean endgame</li><li>- boolean endpath</li></ul>
<ul style="list-style-type: none"><li>+ waiter(int millis)</li><li>+ generate()</li><li>+ print()</li><li>+ game()</li></ul>