

### CRC Card

Class Name: AMazeActivity

Responsibility: The initial activity of the application. Allows the user to select a skill level and a maze generation algorithm and then to proceed to the generating activity.

Collaborators:

- GeneratingActivity: The start button on this activity leads here. This activity also passes the skill level and maze generating algorithm information here
- FinishActivity: The back button from FinishActivity leads to AMazeActivity

### CRC Card

Class Name: GeneratingActivity

Responsibility: To show the user maze generation progress and to allow the user to select the driver type and map overlays.

Collaborators:

- AMazeActivity: this activity receives information about the type of maze to build from AMazeActivity (skill and generation algorithm). The start button on AMazeActivity leads here.
- PlayActivity: This class builds the maze used by PlayActivity and passes information about the driver and map to it. The play button leads there.

### CRC Card

Class Name: PlayActivity

Responsibility: To allow the user to play the game or watch a robot navigate it.

Collaborators:

- AMazeActivity: the back button from here leads to AMazeActivity
- GeneratingActivity: the maze used here is generated in GeneratingActivity
- FinishActivity: a win or a loss here leads the user to the finish activity. It tells FinishActivity whether the user won or lost and why if they lost.

### CRC Card

Class Name: FinishActivity

Responsibility: To display the final screen of the game, informing the user of whether or not she won. Also gives the user the option to save the maze to disk.

Collaborators:

- AMazeActivity: The back button on this page leads to AMazeActivity
- PlayActivity: this class receives information about what text to display from PlayActivity