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| 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 |

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| 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. |

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| 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 |

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| 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 losss and why if they lost. |