

View (UI) package

GameUI class

Responsibilities:	Collaboration
<ul style="list-style-type: none">• Display the game board and all aspects (cat, mouse, cheese, unexplored spaces)	<ul style="list-style-type: none">• Maze• Cat• Mouse• Cheese

TextUI class

Responsibilities:	Collaboration
<ul style="list-style-type: none">• Handles user input for the program (movement, cheat codes)• Handles output for “help” menu	<ul style="list-style-type: none">• GameUI

Model package

Maze class

Responsibilities:	Collaboration
<ul style="list-style-type: none">• Generate a random maze and ensure all constraints are met	

Cat class

Responsibilities:	Collaboration
<ul style="list-style-type: none">• Generate a random movement for each turn of play• Ensure that movement is legal for the spaces of the maze	<ul style="list-style-type: none">• Maze

Mouse class

Responsibilities:	Collaboration
<ul style="list-style-type: none">• Generate all possible paths for the mouse and ensure constraints are met	<ul style="list-style-type: none">• Maze

Cheese class

Responsibilities:	Collaboration
<ul style="list-style-type: none">• Generate random coordinates for the cheese and ensure it's in a legal space of the maze	<ul style="list-style-type: none">• Maze

Game class

Responsibilities:	Collaboration
<ul style="list-style-type: none">• Keep track of coordinates of all game spaces and entities to determine the outcome of a turn	<ul style="list-style-type: none">• Maze• Cat• Mouse• Cheese