Maze

• construction of Maze • holds the 2D array of "cell" s • manages the visibility of the maze • gives away all the legal movements from a certain location	• Cell

Cell

• holds a boolean isHidden • holds a boolean isWall • checks to see if Cell isWall or isHidden	• Location

Location

• holds X coordinate • holds Y coordinate • checks if two CoordinatableCharacter share the same X and Y coordinates	

Mouse

• moves depending on the input (won't be checking if the movement is legal)	• Location

Cat

• make random movement • makes sure no backtracking happens unless necessary	• Location

Cheese

	• Location

Interface

TextUI

• prints the Game • manages user input • handles the help function • prints instructions and winning conditions • has the main()	• Game

Game

• manages communication between user and characters • manages game status (win/lose/ ongoing) • manages the communication between the 2D array and the characters • checks to see if a certain movement is allowed at a certain location	• Maze • Location • Mouse • Cat