| **Maz** |
| --- |
| -mazeData1: s |
| -mazeData2: s |
| -mazeData3: s |
| +mazeInstance |
| +createMaze() |
| +getMaze() |

## Maze

| |
|---|
| -mazeData1: static |
| -mazeData2: static |
| -mazeData3: static |
| +mazeInstance(): static |
| +createMaze(): void |
| +getMaze() |

return uni