**CellType.java**

*Instance Variables*: Wall(“\*”),Open(“ “), Spam(“X”), Head(“H”), Body(“B”)

*Methods:* getDisplayChar(): returns cell type

**MazeCell.java**

*Instance Variables*: Row, column, mycelltype, addedsearchlist, parent

*Methods:* ToString: gets string representation of maze element. toStringParent: gets contents of mazecell. Getrow, getColumn, isWall, isOpen, isSpam, isBody,isHead, getCellColor,becomeSpam, becomeOpen,becomeHead,becomeBody,inSearchListAlready, RestartSearch, clear\_RestartSearch, setParent, getParent.

**PedeMode.java**

*Instance Variables:* GoingEast,GoingNorth,GoingWest,GoingSouth, AIMode

*Methods*: None

**Preferences.java**

*Instance Variables:* Refreshrate,SpampaddRate,Sleeptime, numcellswide,numcellstall, cellsize,spaceforbuttons,gamboardheight,colorbackground,colorwall,colorspam,coloropen,colorhead,colorbody,titlex,titley,titlefont,titlecolor,title,gameoverX,gameoverY,gameoverfont,gameovercolor,gameovertext.

*Methods:*

None

**SpampedeBrain.java**

*Instance Variables:* theDisplay,theData,cycleNum, Reverse,Up,Down,Left,Right<AI\_Mode,Play\_Spam\_Noise

*Methods:* startNewGame,getTestGame,cycle,keyPressed,updateCentipede,advancePede,gameOver,updateSpam, getNextCellFromBFS,getFirstCEllinPath, reversePede,

**SpampedeBrainParent.java**

*Instance Variables:* image,screen,newGameButton,pauseButton,startButton,gameMenu,newGameItem,pauseItem,startItem,audioSpam,audioCrunch,audioMeow

*Methods:* init,actionPerformed,initializeButtons,initializeMenu,run,keyReleased,keyTyped,go,pause,stop,cycle,startNewGame,keyPressed

**SpampedeData.java**

*Instance Variables:* mazaCells2D,spamCells,freeSpots,currentMode,pedeCells,gameOver

*Methods:* SpampedeData,addWalls,fillRemainingCells,placePedeAtStartLocation,inAImode,getNumRows,getNumColumns, getCell, noSpam,addSpam,removeSpam,getNextCEllInDir,getNorthNEighbor,getSouthNeighbor, getEastNeighbor,getWestNeighbor,getNeighbors,getRandomNeighboringCell,setDirectionNorth,setDirectionSouth,setDirectionEast,setDirectionWest,setModeAI,setStartDirection,getPedeHead,getPedeNeck,getCellColor,resetCellsForNextSearch,setGameOver,getGameOver,toString,SpampedeData,

**SpampedeDisplay.java**

*Instance Variables:* theData,theScreen,width,height,imageSpam

*Methods:* updateGraphics,drawSquare,displayTitle,displayGameOver

**SpampedeImagePanel.java**

*Instance Variables*: myImage

*Methods:* paint