The final design essentially follows the original design and UML diagram. 5 classes are implemented: MainGame, grid, chip, monster, chipmovement. The first 4 of those, respectively, work together to provide the main game and levels. MainGame references the other 3 classes and every class references the grid class. Additionally, the monsters observe chip so that they can follow him as he attempts to navigate the passages and collect the keys. Finally, chip references chip movement, which has its own methods for moving (left, right, up, down). If I was starting over, I would try to implement more of the design patterns we learned from class. I started the project before studying for the test, so being truly honest, I didn’t really know the design patterns. One example would be to implement a monsterFactory, a factory design pattern. It would have been cleaner and more easy to add/reduce monsters with a factory than having to individually control and instantiate monsters.