Quick tips \* = Altered class/method \*\* = New class/method TileSet + start: Image + end: Image + wall: Image + floor: Image PlayerSprite OverlapManager \*\* Key Trap MazeManager - setOrientation(): void \*\* - keyCollected: boolean - gameManager: GameManager - gridSize: number {readonly} - pathWidth: number {readonly} - maze: mazes.Grid - registerControls(): void \* - initialiseEvents(): void + startTile: tiles.Tile + currentTileSet: TileSet - initialisePlayer(): void - spawnTraps(): void - clearTraps(): void + newLevel(): void GameManager playerSprite: PlayerSprite - overlapManager: OverlapManager + mazeManager: MazeManager - initialisePlayer(): void - spawnTraps(): void - clearTraps(): void \* + newLevel(): void