

## Project 6 CRC Cards

### AMazeActivity

#### Responsibilities:

- Collects input (complexity level, builder, driver, and whether a previous maze is being revisited or a new one is being generated) from the user
- Passes it on to the generating state

#### Collaborators:

- Gives the necessary information such as complexity level, builder, driver, and whether a previous maze is being revisited or a new one is being generated to the generating state to create the maze

### GeneratingActivity

#### Responsibilities:

- Generates the maze with the specifications designated by the title state

#### Collaborators:

- Receives information from the title state
- Generates the maze for the play state

### PlayActivity

#### Responsibilities:

- Shows the robot in the maze
- If it's a non-manual driver the user is shown the robot traversing the maze
- If it's a manual driver the user is allowed to control the robot with the arrow keys
- Allows the user to toggle with showing the maze, the solution, and the walls

#### Collaborators:

- Receives the maze generated in the generating state

### FinishActivity

#### Responsibilities:

- Informs user that they either have beaten the maze or ran out of battery
- Displays the path length and energy consumption
- Gives the option to replay the game

#### Collaborators:

- Sends the user back to the title screen
- Displays the data collected during the play state