

UI Text	
<ul style="list-style-type: none"> <li>- Display Map</li> <li>- Prints progress, error, shapes of elements in game</li> </ul>	

UI Input	
<ul style="list-style-type: none"> <li>- Takes keyboard input</li> </ul>	

GameManager	
<ul style="list-style-type: none"> <li>- Manages general gameplay</li> <li>- Manages possible conditions in game (ex. game end, error)</li> <li>- Manages cheat code</li> </ul>	UI Input UI Text Cat Mouse Cheese Maze RandomDirection

Mouse	
<ul style="list-style-type: none"> <li>- Manages mouse's position</li> </ul>	

Cat	
<ul style="list-style-type: none"> <li>- Manages all cat's position</li> </ul>	

RandomDirection	
<ul style="list-style-type: none"> <li>- Generates random direction</li> </ul>	

Cheese	
<ul style="list-style-type: none"> <li>- Manages initial/final position of cheese</li> </ul>	

Maze	
<ul style="list-style-type: none"> <li>- Creates initial map</li> <li>- Generate initial position of cat, mouse, cheese, walls</li> </ul>	Cat Mouse Cheese