<<Class>>

Maze

<<attributes>>

Class to create the maze

- file - map - windowSurface

<<methods>>

- gen (): build maze in the 2D list
 - display (): display the maze in the window

<<Class>>

Character

<<attributes>>

Class to create characters macgyver and guardian

2 instances (macGyver and guardian)

- imagemc - x, y position - lab
- score_value
 - text

<<methods>>

- deplacement (): indicates if movement is possible
- remove_old_character_position (): remove previous character position from 2D list
 - player_choice(): pygame events for player movements

<<Class>> MazeObj

<<attributes>>

Class to create objects

3 instances (tubes, ether, aiguille)

- labyrinth
- name
- imageobj

<<methods>>

- random_position (): method to put objects at random position in the maze