Classes:
Game
Player
Cat
Cheese
Maze
Maze Generator
Game State
Movement
RandomMovementGenerator
UI

Class Name	Responsibilities	Collaborators
Game	- Initialize and manage the overall game - Control start, play,win/lose conditions - Manage user input - Have methods that check and update the game state	- Maze - Player - Cat - Cheese - GameState - RandomMovementGenerator

Class Name	Responsibilities	Collaborators
GameState	- Track current game state - Store positions of cat,player,cheese and explored area - Provide methods for querying the game state	- Game - Player - Cat - Cheese - Maze

Class Name	Responsibilities	Collaborators
Player	- Handle player movement - Track position - Manage cheese collection - Expose player positon to GameState	- Game - Maze - GameState

Class Name	Responsibilities	Collaborators
Cat	- Handle cat movement - Track position - Expose cat position to GameState	- Maze - Game - RandomMovementGenerator - GameState

Class Name	Responsibilities	Collaborators
Cheese	- Track cheese position - Generate new cheese position upon collection	- Game - Maze - GameState

Class Name	Responsibilities	Collaborators
Maze	- Generate maze using algorithm - Ensure maze constraints - Expose maze structure to GameState - Manage maze area	- MazeGenerator - Game - GameState

Class Name	Responsibilities	Collaborators
Maze Generator	- Generate valid maze based on maze generation algorithm - Apply constraints	Maze

Class Name	Responsibilities	Collaborators
RandomMovementGenerator	● Generate pseudorandom movement for cat	● Maze ● Cat

Class Name	Responsibilities	Collaborators
Movement	● Provide methods for moving entities int he maze ● Handle direction and position updates based on input (W,A,S,D)	● Maze ● Player ● Cat

Class Name	Responsibilities	Collaborators
UI	● Display current state of game ● Handle user input ● Output messages	● Game ● GameState