

## AMazeActivity

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| <ul style="list-style-type: none"><li>• Start Screen. Provides options for maze generation.</li><li>• MazeApplication: We need to send data from AMazeActivity to this.</li></ul> | <ul style="list-style-type: none"><li>• GenerateActivity</li><li>• MazeApplication</li></ul> |
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## GenerateActivity

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| <ul style="list-style-type: none"><li>• Generation screen. Progress bar and option to return to main menu</li></ul> | <ul style="list-style-type: none"><li>• AMazeActivity, PlayActivity, MazePanel</li></ul> |
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## PlayActivity

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| <ul style="list-style-type: none"><li>• Playing screen. Win and Lose buttons are implemented temporarily in place of Maze functionality.</li><li>• MazePanel: We will need to transfer data between this and PlayActivity to advance the game.</li><li>• Robot: Must keep battery level up to date</li></ul> | <ul style="list-style-type: none"><li>• FinishActivity, MazePanel, Robot</li></ul> |
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## FinishActivity

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| <ul style="list-style-type: none"><li>• Finishing screen. Option to return to main menu.</li><li>• MazePanel: Share EndState data with FinishActivity</li><li>• Robot: get battery level and odometer readings</li></ul> | <ul style="list-style-type: none"><li>• AMazeActivity, Maze Panel, Robot</li></ul> |
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