

AMazeActivity.java

Responsibilities:

- select Maze generation algorithm
- select difficulty of maze
- select if the maze is loaded from a file or not

Collaborators:

- activity_main.xml
- GeneratingActivity.java
- necessary parts of the Maze program eventually

GeneratingActivity.java

Responsibilities:

- working loading bar to show the maze generation eventually
- a way to choose how the maze is solved, manual or algorithms
- choose if the map, seen walls, or solution are displayed
- let the user go back to the main menu
- let the user start and play the game

Collaborators:

- PlayActivity.java
- AMazeActivity.java
- necessary parts of the maze eventually to show loading, set display settings, etc

PlayActivity.java

Responsibilities:

- give the user controls to operate the maze if it is in manual mode
- display the maze game itself
- provide temporary shortcuts to advance to the final screen
- show the remaining energy
- provide a temporary way to burn energy
- advance to the final screen if energy is 0
- provide a way to change maze map, walls, and solution display settings
- provide a back button to go back to generating page
- provide a pause and play for automatic robots

Collaborators:

- GeneratingActivity.java
- FinishActivity.java
- necessary parts of the maze eventually to show game, set display settings, etc

FinishActivity.java

Responsibilities:

- Tell the user if they won based on the results of the playactivity
- tell the user how many steps they took (pathlength), and how much battery they have left
- tell the user how to get back to the main menu

- give the user a button to go back to the main menu
- give the user a button to save the Maze to a file according to the difficulty and the algorithm used to create the Maze

Collaborators:

- AMazeActivity.java
- PlayActivity.java
- necessary parts of the maze eventually to show steps taken, battery
- file system of the phone to operate the save function