

GRAPH	
<ul style="list-style-type: none"> - Handles getters and setters for static variables - Draws the default graph required when the game initially starts 	CELL MAZE

MOTION	
<ul style="list-style-type: none"> - responsible for moving the hero when WASD is pressed 	CELL MAZE CHECKGRAPH MONSTERS

OPTIONS	
<ul style="list-style-type: none"> - Responsible for displaying the menu options to the user - Responsible for handling user input 	

SCREEN	
<ul style="list-style-type: none"> - Responsible for calling certain functions based on user input. - Handles all interactivity with the user and displays respective graphs when needed. 	GRAPH DISPLAY MOTION MOTIONGRAPH

DISPLAY	
<ul style="list-style-type: none"> - Responsible for drawing the entire graph with complete walls and spaces when the game is finished(win/lose) 	MAZE CELL

MOTIONGRAPH	
<ul style="list-style-type: none"> - Responsible for drawing the resulting graph when the user makes a move with hero. 	MAZE CELL

MAZE	
<ul style="list-style-type: none"> - Generates double array for cells - Assigns neighbours to each cell 	CELL EXPLORER

MONSTERS	
<ul style="list-style-type: none"> - Responsible for moving the monsters pseudo randomly through certain cells. 	CELL MAZE

CELL	
<ul style="list-style-type: none"> - Stores cells places on maze - stores list of neighbouring cells 	

EXPLORER	
<ul style="list-style-type: none"> - Creates maze with recursive backtracking - remove walls from 4 corners of maze if any - remove 2X2 walls/cells - makes all cells reachable. 	CELL

CHECKGRAPH	
<ul style="list-style-type: none"> - Responsible for revealing the 8 surrounding cells of the hero as the game progresses. 	CELL MAZE