

## Package FunctionC\_TomCatchJerry

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All Classes and Interfaces		Classes	Enum Classes
Class	Description		
Character	Character class is used to record and update the location of an instance according to the key pressing or algorithm.		
CheckEndGame	CheckEndGame class is to update the game state of character and check whether a game is ended.		
GameMain	GameMain class is used to initialize game objects before game starts.		
GameMazeGUI	GameMazeGUI class sets up the interface and the background music for the game.		
InfoGUI	InfoGUI is the interface for game rule		
KeyBoardListener	KeyBoardListener class is used to update the direction of the specific moving object according to the input received from key press by player.		
MainGUI	MainGUI is the interface for the player to choose the features of the game.		
MainGUI.Speed	Initialize of the speed value of different speed level		