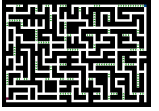| Description	User	Copmuter	Game

User opens the game

Computer starts running the game

Game shows character options

User chooses the character

Computer assigns the chosen
character and starts the game

Game makes an undirected maze,
finds the shortest path and put
directed path to the goal and
assigns random directions for
other paths

Game shows the maze to user

User uses arrows or "wasd"
to move the character

Computer animates user moves in
the game

User gets lost and hits
"Find Me!" button

Computer requests animations from
the game

Game animates(shows) where the
character is

User gets stock and hits
"Reset" button

Computer moves the
player(character) to the
beginning of the path

Game shows the user the character
is back at start point

User can't find a way to get
to the finish point so hits
"Solve" button

Computer disables "Reset" and
"Solve" buttons finds the
shortest path and,,,

Game shows the shortest path

User wants to change the
character so hits the
"Options" button

Game shows a pop-up that has
different characters

User chooses a new character
and closes the pop-up

Game sends the new character to
computer and copmuter sets the
character to the new selcted
character

Game uses the new character and
displays it in the maze for user

User finishes the maze
succesfully

Game generates a new maze and
displays it for user