

Player:

Player()	Initilize player name = "unknown", ishuman=true
Void ChangePosition(const int x)	Change the position of object
Void SetPosition()	Update the new position

Maze:

Maze()	Initialize player position to upper left corner and exit at the lower right corner
int touch()	Check if the player touches walls, treasure,s or enemies
Bool exit()	Check if player reaches the exit
Void playerTurn()	Turn for the player to move
Void enemyTurn()	Turn for the enemy to move

Board:

Board()	Initilize a board with wall, treasure and enemy
Void displayUpdated()	After every turn, display a new board to terminal