CRC Class design for CSCI 301 Project 6   Yunwoo Noh

AMazeActivity	(State Title)
• Allow user to choose options(difficulty, driver, etc) for the maze game • Keep information coming from user input and transport it accordingly.	• GeneratingActivity • PlayActivity

GeneratingActivity	(State Generating)
• Generate the maze according to the options that the user chose • Indicate the progress of generating the maze • Call PlayActivity/RobotActivity once maze is generated	• AMazeActivity • PlayActivity

PlayActivity	(StatePlay)
• Allow user to play the game with manual mode • Display manual play buttons • Indicate remaining battery level • Enable shortcut button • Call FinishActivity	• AMazeActivity • FinishActivity

RobotActivity	(State Title)
• Allow user to play the game with robot mode • Display start and pause buttons for play • Indicate remaining battery level • Enable shortcut button • Call FinishActivity	• AMazeActivity • FinishActivity

HungryActivity	
• Indicate the user that the game is over due to lack of energy • Indicate the result, batterylevel, path length • Call AMazeActivity when back button is clicked	• AMazeActivity • PlayActivity

FinishActivity	(StateFinish)
• Indicate the user found the exit and the game is over • Indicate the result, battery level, path length • Call AMazeActivity when back button is clicked	• AMazeActivity • PlayActivity