Maze	
-Create maze size is 20 wide x 15 tall (18x13 inside the maze) -Generate walls and many different path inside the maze -Have a mist that covers up the maze, so the player won't be able to see. -Cheese randomly generated in the maze	Cell Game Logic

Cell	
-It will set the location for cat, mouse, and walls in the maze -Covers the maze with mist	Maze Cat Mouse

Mouse	
-Receive and set the coordinates of mouse -Receive the input from player that allows the mouse to move to the desire location -Returns x of mouse location -Returns y of mouse location -Spawn on the top left corner -Display eight squares around the mouse -Takes in the c the mouse around to get the cheese	Game Logic

Cat	
-Receives and set coordinates x and y -Randomly generates directions of movements -returns x of cat location -returns y of cat locations -Three cats will be generated in the top right, bottom left, and bottom right corners -Cat travels randomly along the path, and will try not to back track only if it is at the end of path -Display the cat when it has the same square as cheese	Game Logic

Cheese	
-Receive Cheese coordinates x and y -Get cheese x of location -Get cheese y of location -Cheese will be randomly generated -Counts cheese -if 5 cheeses are acquired, player wins -the game is over, when the players acquire the same coordinates with cat or all 5 cheeses -Ask the player to enter WSAD to move around the maze	Maze Mouse Cat

Game Logic	
-Prints the maze, title, and all the necessary display for the game -Cheese will be randomly generated -Counts cheese -if 5 cheeses are acquired, player wins -the game is over, when the players acquire the same coordinates with cat or all 5 cheeses -Ask the player to enter WSAD to move around the maze	Maze Mouse Cat