# Lecture Task

## - Enemy AI: Lecture Task 2 -

**Functionality**: In the game.enemyai.AIPlayer class, implement the following method:

- A method named "pathToDirection" with:

  - Parameters of type LinkedListNode of PlayerLocation and LinkedListNode of GridLocations
    - The linked list of PlayerLocations contains the locations of all players and can be used to find the exact location of this AI Player
    - The linked list of GridLocations is a path that this AI is currently following

  - Returns a PhysicsVector specifying the direction the AI should move in to follow the path
    - The AI should move towards the center of the target tile
    - You may assume that this AI is currently on the first GridLocation on the path and that the path is not empty/null
    - If the list has length 1, move to the center of this grid location
    - If the list has length >1, move towards the center of the second GridLocation in the list

**Testing**: In the tests package, complete the test suite named LectureTask2 that tests this functionality.