```
 1 "C:\Program Files\Java\jdk1.8.0_191\bin\java.exe" "-
   javaagent:D:\Program Files\JetBrains\IntelliJ IDEA
   2021.1\lib\idea_rt.jar=50225:D:\Program Files\
   JetBrains\IntelliJ IDEA 2021.1\bin" -Dfile.encoding=
   UTF-8 -classpath "C:\Program Files\Java\jdk1.8.0_191\
   jre\lib\charsets.jar;C:\Program Files\Java\jdk1.8.
   0_191\jre\lib\deploy.jar;C:\Program Files\Java\jdk1.8
   .0_191\jre\lib\ext\access-bridge-64.jar;C:\Program
   Files\Java\jdk1.8.0_191\jre\lib\ext\cldrdata.jar;C:\
   Program Files\Java\jdk1.8.0_191\jre\lib\ext\dnsns.jar
   ;C:\Program Files\Java\jdk1.8.0_191\jre\lib\ext\
   jaccess.jar;C:\Program Files\Java\jdk1.8.0_191\jre\
   lib\ext\jfxrt.jar;C:\Program Files\Java\jdk1.8.0_191\
   jre\lib\ext\localedata.jar;C:\Program Files\Java\jdk1
   .8.0_191\jre\lib\ext\nashorn.jar;C:\Program Files\
   Java\jdk1.8.0_191\jre\lib\ext\sunec.jar;C:\Program
   Files\Java\jdk1.8.0_191\jre\lib\ext\sunjce_provider.
   jar;C:\Program Files\Java\jdk1.8.0_191\jre\lib\ext\
   sunmscapi.jar;C:\Program Files\Java\jdk1.8.0_191\jre\
   lib\ext\sunpkcs11.jar;C:\Program Files\Java\jdk1.8.
   0_191\jre\lib\ext\zipfs.jar;C:\Program Files\Java\
   jdk1.8.0_191\jre\lib\javaws.jar;C:\Program Files\Java
   \jdk1.8.0_191\jre\lib\jce.jar;C:\Program Files\Java\
   jdk1.8.0_191\jre\lib\jfr.jar;C:\Program Files\Java\
   jdk1.8.0_191\jre\lib\jfxswt.jar;C:\Program Files\Java
   \jdk1.8.0_191\jre\lib\jsse.jar;C:\Program Files\Java\
   jdk1.8.0_191\jre\lib\management-agent.jar;C:\Program
   Files\Java\jdk1.8.0_191\jre\lib\plugin.jar;C:\Program
    Files\Java\jdk1.8.0_191\jre\lib\resources.jar;C:\
   Program Files\Java\jdk1.8.0_191\jre\lib\rt.jar;C:\
   Users\tongz\workspace\CS_program\github\CS5010\
   lab3Maze\out\production\lab3Maze" maze.MazeGame 4 4 0
   ,0 3,3 2 2 4 3
 2 bat in 32
 3 bat in 33
 4 pit in 11
 5 pit in 31
 6 Let's start the maze game with 4 x 4 size with
   starting point [0, 0], bats number 2, and pits number
    2
 7 player starts
```

```
 8 player's position: 0 0
 9 player's arrows: 4
10 Something nearby: false
11 Next available directions are [(0)EAST (1)SOUTH].
12 Shoot or Move: (0)S (1)M ?1
13 Please select next direction by index:1
14 directions
15 [EAST, SOUTH]
16 player's position: 1 0
17 player's arrows: 4
18 Something nearby: false
19 Next available directions are [(0)EAST (1)SOUTH].
20 Shoot or Move: (0)S (1)M ?0
21 Please select next direction by index:0
22 Please input shoot distance:1
23 You hit nothing, 3 arrows remain
24 player's position: 1 0
25 player's arrows: 3
26 Something nearby: false
27 Next available directions are [(0)EAST (1)SOUTH].
28 Shoot or Move: (0)S (1)M ?0
29 Please select next direction by index:0
30 Please input shoot distance:2
31 You hit nothing, 2 arrows remain
32 player's position: 1 0
33 player's arrows: 2
34 Something nearby: false
35 Next available directions are [(0)EAST (1)SOUTH].
36 Shoot or Move: (0)S (1)M ?0
37 Please select next direction by index:1
38 Please input shoot distance:3
39 You hit nothing, 1 arrows remain
40 player's position: 1 0
41 player's arrows: 1
42 Something nearby: false
43 Next available directions are [(0)EAST (1)SOUTH].
44 Shoot or Move: (0)S (1)M ?0
45 Please select next direction by index:5
46 Invalid put, please select next direction by index:0
47 Please input shoot distance:5
48 You hit nothing, 0 arrows remain
```

```
49 Oops, player lose
50
51 Process finished with exit code 0
52
```