

Revision Thu:

Revise your code (only the class variables in `GameManager` should need to be changed) to change the grid representing the game room to be 6 x 8 (6 rows and 8 columns), initial player health to be 20 and damage to a player by a bug to be 10. In case your code doesn't work properly, it means you've hardcoded certain values. You should fix these problems to get it working correctly.

Sample run:

<pre>----- P ----- ----- ----- B ----- ----- M ----- Health: ***** w: up, x: down, d: right, a: left, s: no change, q: quit: x</pre>	<pre>----- ----- P ----- ----- B ----- ----- M ----- Health: ***** w: up, x: down, d: right, a: left, s: no change, q: quit: s</pre>
<pre>----- ----- ----- P ----- B ----- ----- M ----- Health: ***** w: up, x: down, d: right, a: left, s: no change, q: quit: s</pre>	<pre>----- ----- ----- ----- P B ----- M ----- ----- Health: ***** w: up, x: down, d: right, a: left, s: no change, q: quit: d</pre>
<pre>----- ----- ----- ----- B P M ----- ----- -----</pre>	<pre>----- ----- ----- M ----- PB ----- ----- -----</pre>

```
Health: *****
```

```
w: up, x: down, d: right, a: left, s: no  
change, q: quit: a
```

```
Health: *****
```

```
w: up, x: down, d: right, a: left, s: no  
change, q: quit: ...
```

Make sure to upload both the original classes and any revised classes to Moodle (modify only the `GameManager` class for this revision).