

## Advanced Classes

In this lab you will be creating a class that tells the game characters where to move. The basic setup is this. Each of the 4 GameCharacters creates a (different) Move objects as a instance variable using the only constructor in the file. Then, when the GameCharacter wants to make a move, it call the nextMove() method of the Move object. Whatever direction the nextMove() method returns the GameCharacter will move that way.

The goal of the assignment is to get the 4 game characters to go to different corners of the map. You can create whatever code you need in the Move.java file. Do not modify the other files.

Step 1: Get the game characters to all go to the upper right corner of the map.

Step 2: Create other code that moves the characters to the other 3 corners of the map

Step 3: Split the 4 characters so that they all go to different places.

A very vague hint to get you started: The nextMove() method needs to return different results. What java statement allows you to do different things? This tool needs to use a variables that you will be creating in the move class.

### To Run the Program

Right-click the Map.java file and run it as a java application. Note that all 4 characters are on the same square.