MapExplorer	LevelMap
Start ()	drawLevelIMap() ChedcWall()
loadChipImage()	collect Chip() check Chip()
beginlaner 1()	Check Reset() Check Reset()
beginlevel 1() CheckPosition()	
	Enemy implements Observer
Chip extends Observable	Chase()
getChipLocation()	Move()
go Noith ()	@Override update()
	, and the second
go South () go East ()	
go West ()	