

This game is rudimentary in nature, played on a 2D array with text displayed on the console. The player can move in four directions: up, down, left, or right, using the keys W, S, A, or D, respectively. The game concludes if the player touches the enemy or reaches the goal. The enemy moves randomly toward the player, but never onto the goal symbol.

The program comprises various methods to manage game logic, including a method to display the grid and a method to combine it with a barrier symbol border for a visual effect.

Unfortunately, I have not yet had the opportunity to delve into JavaFX, which is why this project does not currently have a graphical user interface. However, I am currently taking a Udemy course that covers JavaFX, and it is one of the final chapters that I will be studying.