

# Chips Map

- draw Map()
- place walls

# Movable Object

- move East()
- move West()
- ..
- get Location()

# Chip

- go East()
- go West()
- ..
- get Location()

# Chips Challenge Game

- Start()
- Start Playing()
- Load Image

# Enemy

- Abstract
- Move()

# Bug

- Move()

# Monster

- Move()