For Chips Challenge I made a ChipsChallengeExplorer that is responsible for instantiating the map and starting the Application. An animation timer is used to constantly check Chip’s lives left to end the game if necessary and if the user reached the end of level one to load level 2. Everytime the handling of keys function is used I check chips location and interact with the correct items like keys, doors and blocks and call their methods if needed. I have lists of doors, keys, blocks and monsters to keep track of all the items on the map. Monsters observe chip so when he is far away they go to sleep and stay stationary and when close wake up and walk around bouncing off walls. The Monster objects also use the state pattern to transition from sleeping to moving right and left. For the doors and keys, they both use strategy pattern to inherit the basics of a door and or key and then specific colored objects like “BlueKey” or “RedDoor” are created and they only can unlock or be used if the corresponding colored opposite object is the one chip is near. This prevents chip from unlocking a blue door with a red key. To move on to the next level I simply cleared the root.getChildren() and then called drawMap2 on ChipsMap and instantiated all the object I needed much like the first level. There are a few things I could’ve simplified by extracting out of the main class but most of what I would do differently is orgazational.