//Move the monster randomly left or right

//\*Find the size the monster can move

//\*\*row size and column size to make grid

//\*Initialize a random number for 50-50 movement

//\*\*get random number between 1 and 2

//\*\*\*if the monster is within the moveable row zone

//\*\*\*\*and the random number is 2, move the monster right

//\*Update the grid images

//\*\*for each position of monster 1 place ‘(‘

//\*\*then ‘^’

//\*\*then ‘)’

//\*\*repeat that for monster 2

//\*\*for each position of the player place {

//\*\*then }

//\*check the distance between the monster and the player

//\*\*if monster 1 position or 2 is -1 from the player

//\*\*\*print ‘/’ and ‘-’ repeatedly between the player and the monster

//\*generate a 50-50 chance that the player wins

//\*\*make a random number and split the middle

//\*\*\*if the bottom half of the number is drawn the player loses

//\*\*\*\*replace the current place of the player with empty spaces and move the player to the beginning

//\*\*\*if the monster loses, leave the player model and replace the monster with empty spaces

//\*reiterate until the player gets to the end