Robot game design

**Functionality and variables needed:**

Class Robot Prototype

1. setPosition: (x,y,f) and re-prompt until validated
2. Move: wait until Place Validated, then move one unit
3. IsRotate: left right
4. Report: return position

checklist : 1. Prevent from destruction(reach *dead corners*)

2. Place first

3. Other robot ignore commands(not covered)

Game extends Robot

keypress event:

1. Enter : key [space]

2. Prompt User input key : [ p]

validatev *X,Y,F*

1. length ===3
2. First two numbers between 0-5
3. f inside of *Directions* Array
4. is *dead corners*

2. Escape : key [esc]: -> exit()

3. Rotate : key [ a,d] -> faceOnChange()

4. Move : key [m] -> moveRobot(position) (check if *position* is *dead corners before move)*

5. Report : key [r] -> getReport

**TEST**

Manully Done

space to start the game

1. input 55n → get output dead corner → trigger reprompt
2. input 55W → get output dead corner → trigger repompt
3. input 3355 → get output length not three → trigger reprompt
4. input 32g → get output face unvalidated → trigger report
5. input 32S → validated Place
6. keypress m → move
7. keypress a → Rotate to E
8. keypress r → REPORT x:3,y:1,f:e
9. keypress m →
10. keypress m → REACH TO DEAD CORNER, TURN LEFT or RIGHT
11. keypress a → Rotate to N