

How to Randomly Move Cat

- First, in the RandomDirection class, create an array that contains directions: Up, Down, Right, Left. Then use Collections.shuffle() class method to mix around the directions so that the first element in the array becomes the direction the cat moves.
- Afterwards, GameManager calls the RandomDirection class to get the random direction array for the cat to move.
- However, if the direction that the cat tries to move is blocked by the wall, or immediately backtrack their own steps, use the next element in the array to move.

How the Game Takes User Input

- When the game starts, user is asked to enter a move using W(up), S(down), A(left), and D(right). Then, the UIInput class is called and uses Scanner(System.in) method to receive the user input. (the user input is case insensitive)
- If the user enters an invalid input, then user is re-asked to enter a correct move with a description of which keys to enter.
- Another case where, if the direction that the mouse tries to move is blocked by the wall, then the message prints that “you cannot move through walls!”, then re-asks the user to enter a valid move.