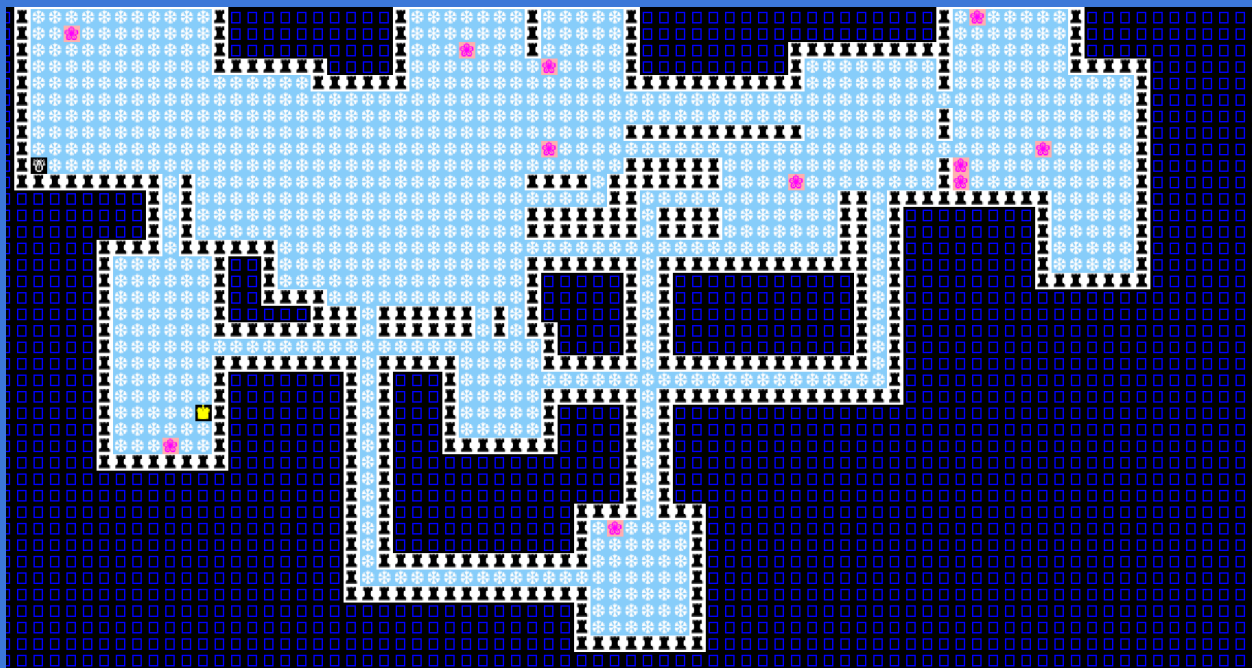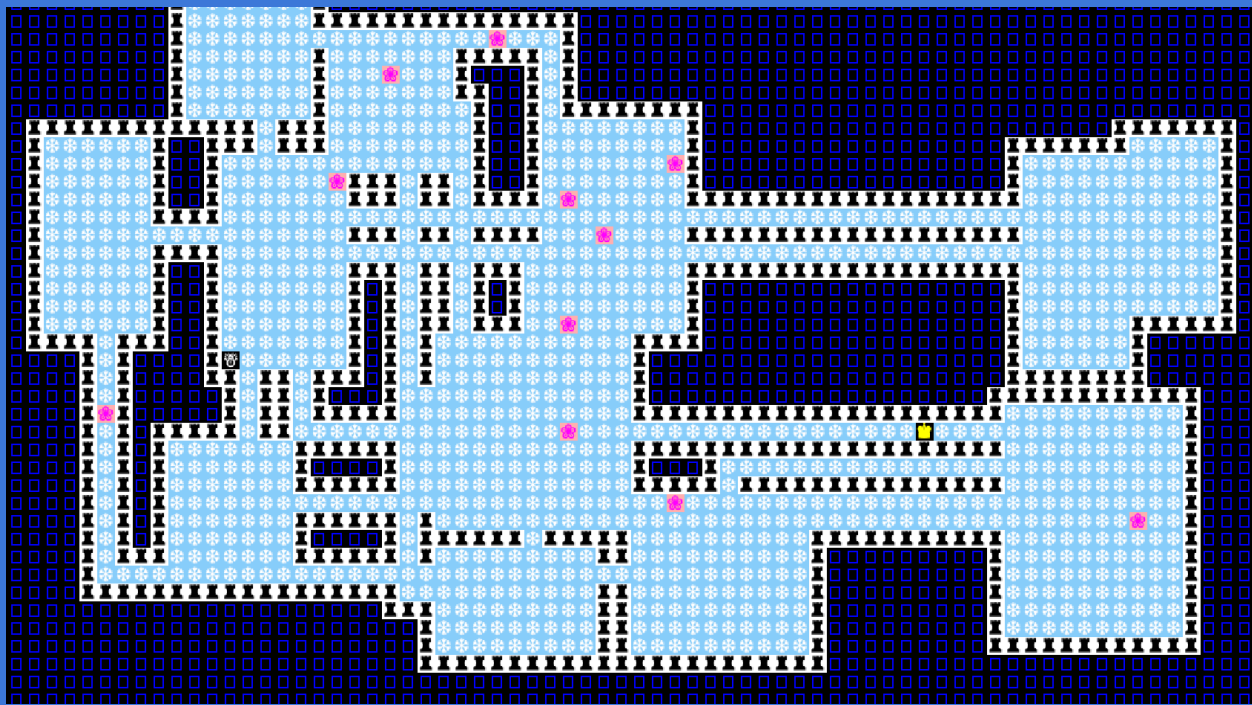# CS61B: THE GAME

New Game (N)
Load Game (L)
Quit (Q)

```java
public void move(char direction) {  1 usage  ▲ peter61b
    if (direction == 'w') {
        if (!(this.world[avatarXPos][avatarYPos + 1] == Tileset.WALL)) {
            world[avatarXPos][avatarYPos] = Tileset.FLOOR;
            avatarYPos++;
            //avatar = new TETile('@', Color.white, Color.black, "you", null);
            if (world[avatarXPos][avatarYPos] == Tileset.FLOWER) {
                flowersCount++;
            }
            world[avatarXPos][avatarYPos] = Tileset.AVATAR;
            handleEnemyMovement();
        }
    } else if (direction == 'a') {
        if (!(this.world[avatarXPos - 1][avatarYPos] == Tileset.WALL)) {
            world[avatarXPos][avatarYPos] = Tileset.FLOOR;
            avatarXPos--;
            if (world[avatarXPos][avatarYPos] == Tileset.FLOWER) {
                flowersCount++;
            }
            //avatar = new TETile('@', Color.white, Color.black, "you", null);
            world[avatarXPos][avatarYPos] = Tileset.AVATAR;
```