**Java project step 2**

Please read the project description and refer to it while reading this.

Our second step will be to display the dungeon and control player movement. We will use the asciipanel package to display a grid of characters in a window. There is no need to modify the asciipanel code – you should treat it as a black box.

In the asciipanelExample directory there is a program that uses the asciipanel package to display characters in a window. It fills the screen with 'X' characters, and then over several iterations displays fewer 'X' characters with '.' Filling in the spaces between 'X' characters. This should show you the mechanics of displaying characters on the screen.

The asciipanelExample also shows how to capture keyboard input in a Java program using a *keyListener*. This can be used to capture keyboard input commands.

Using the example as a guide your program will configure a screen that holds the dungeon and message spaces, display the dungeon on the screen, and move the player character about the dungeon. Its should only move within rooms and passageways. It should not move onto dungeon wall spaces or outside of passages or rooms. You do not need to worry about interacting with Monster objects and Item objects in the dungeon. You should, however, show all Monster objects and Item object in the dungeon in the proper location.

You will need to build on the parser that you wrote as part of Step 1, as this will describe the dungeon you are to display

**What you should turn in:**

A directory userid.

Under it should be a `src` directory, and under that all the code needed to run your program. Do not include .class files and any build files, etc., provided by your IDE. A subdirectory called *game* should contain Rogue.java, which contains the main routine. A grader should be able to go into the *src* directory, type javac game/Rogue.java and compile your system. A grader should be able to type java *game.Rogue xmlfilename* from the src directory and execute your game. You will also be asked to do a separate turn-in of a short video (Zoom will work) showing your desktop as you download, build and execute your project.