Mars Rover Challenge:

- You are given the initial starting point (x,y) of a rover and the direction (N,S,E,W) it is facing.
- The rover receives a character array of commands.
- Implement commands that move the rover forward/backward (f,b).
- Implement commands that turn the rover left/right (l,r).
- Implement wrapping from one edge of the grid to another. (planets are spheres after all)
- Implement a random grid with random obstacles.
- Implement obstacle detection before each move to a new square. If a given sequence of commands encounters an obstacle, the rover moves up to the last possible point and reports the obstacle.

Please Implement this in Ruby. You can use everything that you like. Please do that in a git repository to document your work. When the task is finished please compress your repo and send it to us.