

```
public interface PlayerController {
    void moveUp();
    void moveDown();
    void moveLeft();
    void moveRight();
}

import java.util.Scanner;

public class LifeGame implements PlayerController {

    @Override
    public void moveUp() {
        System.out.println("Player moved UP.");
    }

    @Override
    public void moveDown() {
        System.out.println("Player moved DOWN.");
    }

    @Override
    public void moveLeft() {
        System.out.println("Player moved LEFT.");
    }

    @Override
    public void moveRight() {
        System.out.println("Player moved RIGHT.");
    }

    public static void main(String[] args) {
        LifeGame g= new LifeGame();
        Scanner sc = new Scanner(System.in);
        char input;

        System.out.println("Welcome to Life RPG Game!");
        System.out.println("Press 'W' to move UP");
        System.out.println("Press 'S' to move DOWN");
        System.out.println("Press 'A' to move LEFT");
        System.out.println("Press 'D' to move RIGHT");
        System.out.println("Press 'Q' to quit the game");

        while (true) {
            input = sc.next().charAt(0);
        }
    }
}
```

```
switch (input) {  
    case 'w':  
    case 'W':  
        g.moveUp();  
        break;  
    case 's':  
    case 'S':  
        g.moveDown();  
        break;  
    case 'a':  
    case 'A':  
        g.moveLeft();  
        break;  
    case 'd':  
    case 'D':  
        g.moveRight();  
        break;  
    case 'q':  
    case 'Q':  
        System.out.println("Thanks for playing! Goodbye!");  
    default:  
        System.out.println("Invalid input. Please try again.");  
}  
}  
}
```