Mouse Maze Game

1. Create a new XCode Project

(Command Line Tool Application of Foundation Type, Follow similar steps that you have used to create "SaveThePrincess" Project)

2. Create a Mouse Class

3. Declare 3 instance variables called - Name (NSString), Speed (float), Life (int)

4. Add Property for the above instance variables

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5. Create 3 methods called "Run", "Eat", "Kill". The methods would contain the name of the Mouse and a print statement.

6. Every time Mouse eats 3 Cheese, he gets an extra life. Every time mouse eats garbage the kill method is passed and it looses a life.

7. If the mouse looses all it's life time then the mouse will die.

We'll take this game forward along with our Princess example