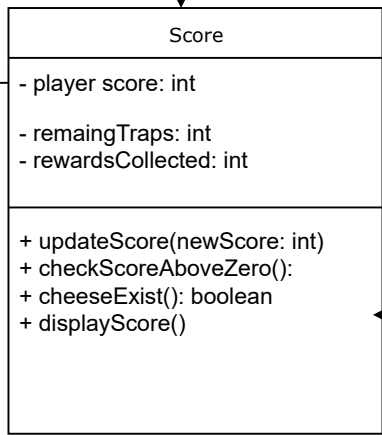
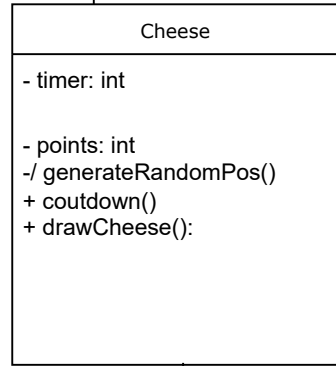
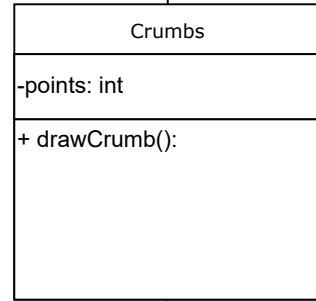
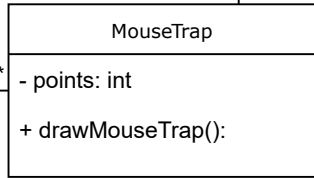
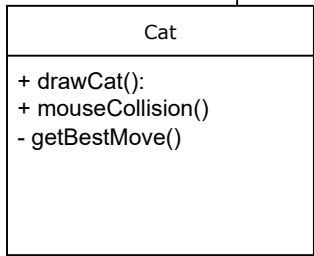
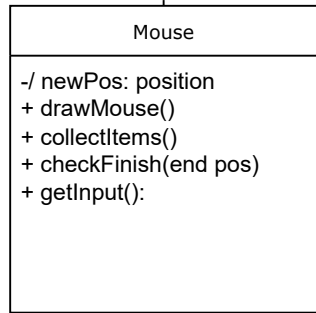
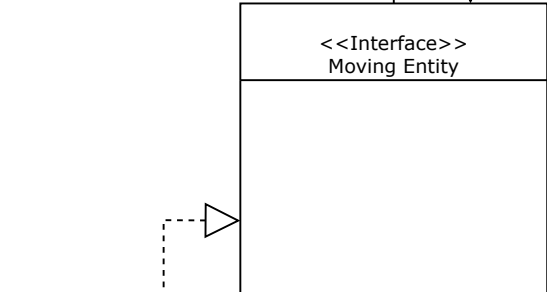
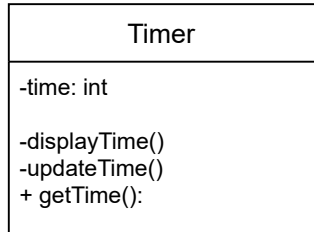
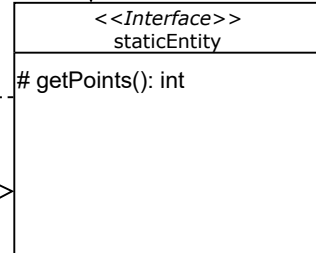
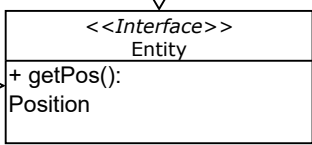
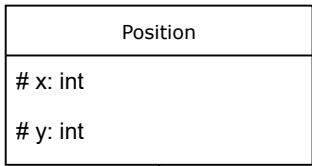
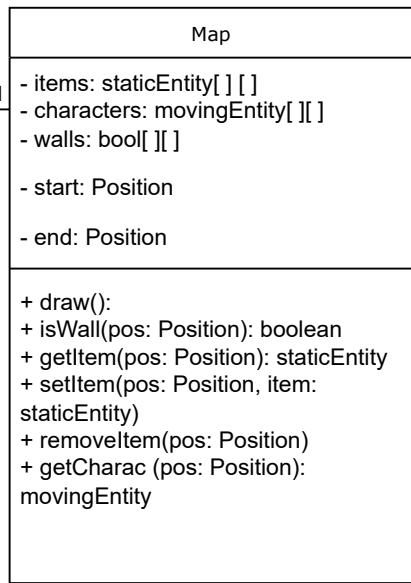


checkFuturePosition checks to see if next move valid (ie avoid barriers/walls)
- for mouse, used in coordination with move. For cat, used to check where closest position to mouse is
- move calls on checkFuturePosition before moving



Player Character: Mouse
Enemy Character: Cat
Punishment: MouseTrap
Reward: Crumbs
Bonus Reward: Cheese

rewardsCollected is counter for regular rewards & remainingTraps is a counter to make sure we have specific amount of traps at all given times

stores

stores

Decreases

Increases

Increases