

Store the instance of x and y in order to make less calls to them

int x = current.x

int y = current.y

Cell target = new Cell()

Try to get the next cell in the pre established direction

this.direction

'S'

'E'

'N'

'W'

target = map[x + 1][y]

target = map[x][y + 1]

target = map[x - 1][y]

target = map[x][y - 1]

We have to try it in the case that there is no cell in the direction we are looking at
Return true if the next cell over is not a wall, false if it is

!target.type.equals("wall")

Exception ignore

