

MOVEMENT

Maze, Pokemon, Sokoban,
RushHour (will need a lot of adaption)

Globally

```
int px = 8;  
int py = 9;
```

has starting position
of player in grid. Do not add
them to grid.

On Screen

- create up, down, right, left buttons
- add ALs & ACs for all.
- add them to the screen.

In Redraw

```
public void redraw()
```

```
{ int move = 0;
```

```
  for —
```

```
  { for —
```

```
    { a[move] —
```

```
      move++;
```

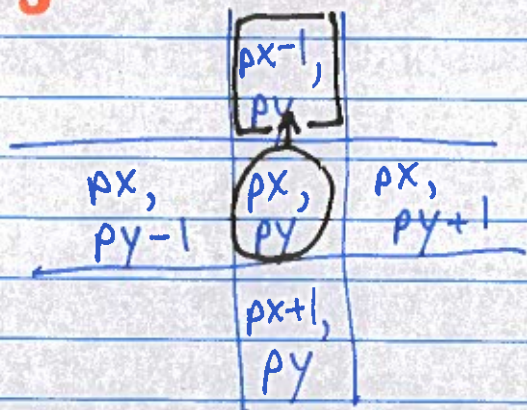
```
    }  
  }
```

```
  a[px * col + py].setIcon(createImageIcon("playerpic.jpg"));
```

```
}
```

add this line as
shown. It draws your player!

Logic ... make sure you understand...



to move UP

the player's X co-ordinate
will decrease by 1.

the y co-ordinate is the
same.

In AP:

```
//locate the correct position:
else if (e.getActionCommand().equals("s6"))
    System.exit(0);
else if (e.getActionCommand().equals("up"))
{
    if (b[px-1][py] == 2)
    {
        px--; // adjust to move up.
        redraw();
    }
    else
    {
        // code to handle game ...
        int n = ...
        int x = ...
        int y = ...
    }
}
```

checking up one

whatever the code
is for a place you
CAN go.

* add in down, right & left in similar ways.

Be careful - ① place them before the final else
② watch px & py.
make sure you adjust
the right variable.