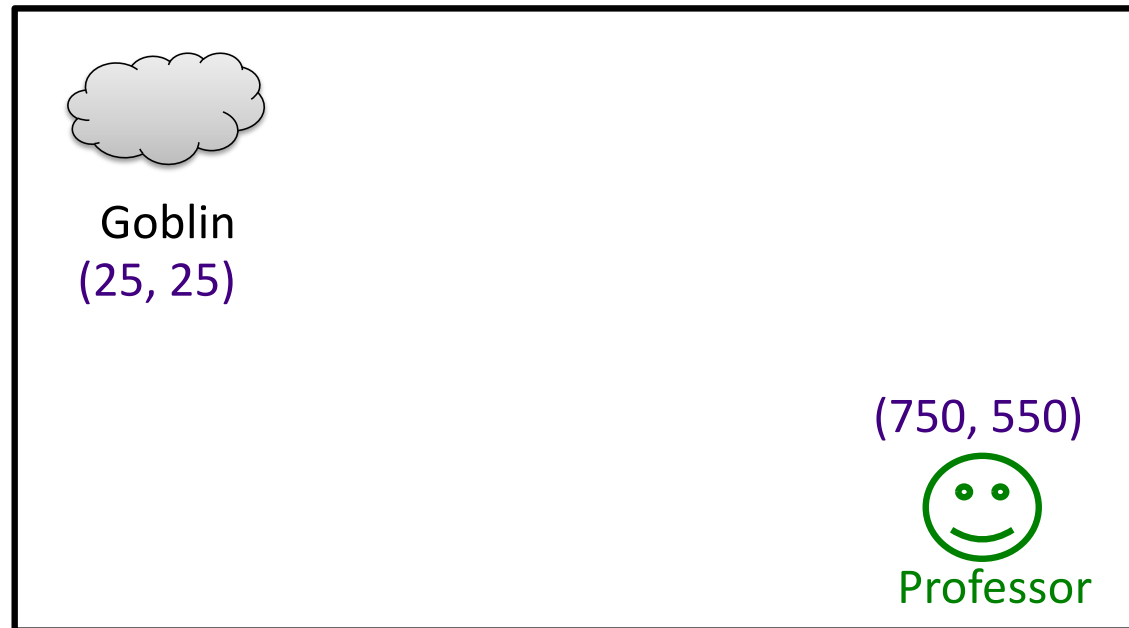


Goblin Chasing the Professor

- Consider the Goblin and Professor at various positions on the board
 - How should the Goblin be moved in each circumstance?
- Recall: `takeTurn` is getting called repeatedly

Goblin Chasing the Professor

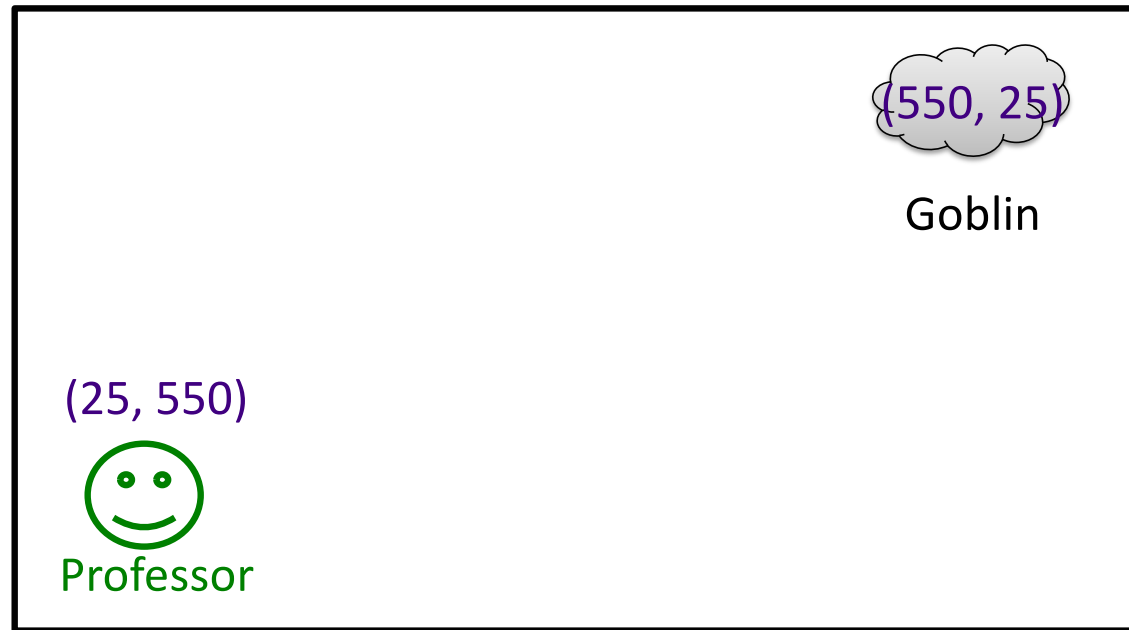
Game Board



1) How should the Goblin be moved in this case?

Goblin Chasing the Professor

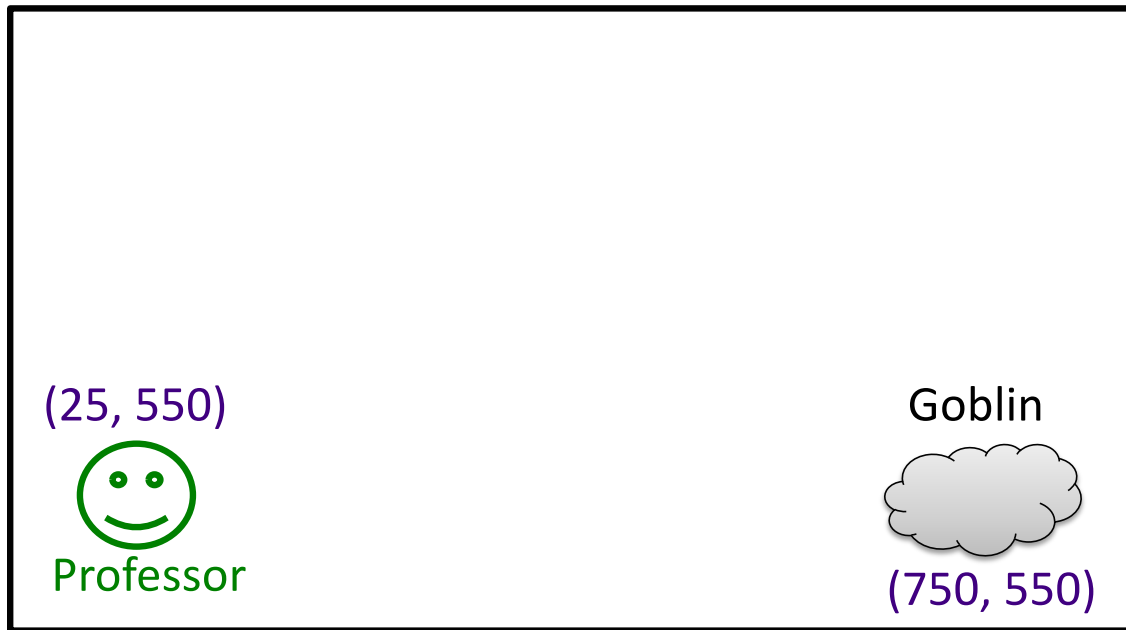
Game Board



2) How should the Goblin be moved in this case?

Goblin Chasing the Professor

Game Board



- There are more scenarios to consider, but this should give you a start in writing your code.
 - If it's more than ~10 lines, you might be complicating it.

3) How should the Goblin be moved in this case?