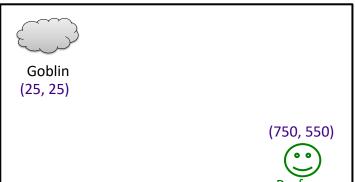
## **Goblin Chasing the Professor**

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

1

## **Goblin Chasing the Professor**

**Game Board** 



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

2

## **Goblin Chasing the Professor**

Game Board



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

3

## **Goblin Chasing the Professor**

Game Board

(25, 550)Professor



(750, 550)

- 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?

4