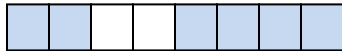


# AP Comp Sci A/B Mr. Hanley

## Assignment 13/1101<sub>2</sub>/15<sub>8</sub>/D<sub>16</sub>

### GridWorld Modifications: Knights and Dragons

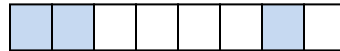
Binary



Ones Comp



Twos Comp



1. Do Question Set #3, Page 18 of the GridWorld Case Study
2. Do Question Set #4, Page 20 of the GridWorld Case Study
3. Using the referenced skeleton, finish the KnightCritic class
  - A knight takes a home location and distance as starting data
  - A knight chooses randomly from valid knight locations around its current location
  - A knight critter ONLY consumes Pizza and Dragons!
  - A knight can choose any location except one that is occupied or is outside its distance from the home location.
  - NOTE: A knight MUST MOVE IF IT IS NOT BLOCKED ON at least one location!!

- If no moves are available, then the knight should stay put!

Modify the KandDWorld.java program to move the drag actor Dragon around the screen

See the public boolean keyPressed(String description, Location loc) method and detect the up, down, left and right cursor movements to control the dragon.

- A dragon must not move in an invalid or occupied location(no red error messages at the bottom of the screen!)

<b>Project Name</b>	Assign 13 – Knights and Dragons
<b>Java File 1 Name To be Modified</b>	KandDWorld.java
<b>Java File 1 Name To be Modified</b>	KnightCriticter.java

<b>Rubric</b>	
<b>Question Set #3</b>	<b>20</b>
<b>Question Set #4</b>	<b>40</b>
<b>KandDWorld</b>	<b>30</b>
<b>KnightCriticter</b>	<b>50</b>
<b>Comments</b>	<b>10</b>
<b>Knight Critter only consumes pizza and Dragons</b>	<b>20</b>
<b>TOTAL</b>	<b>170</b>