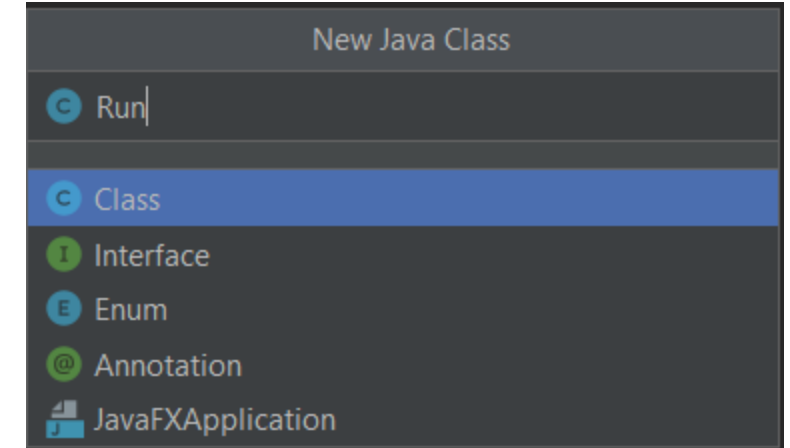
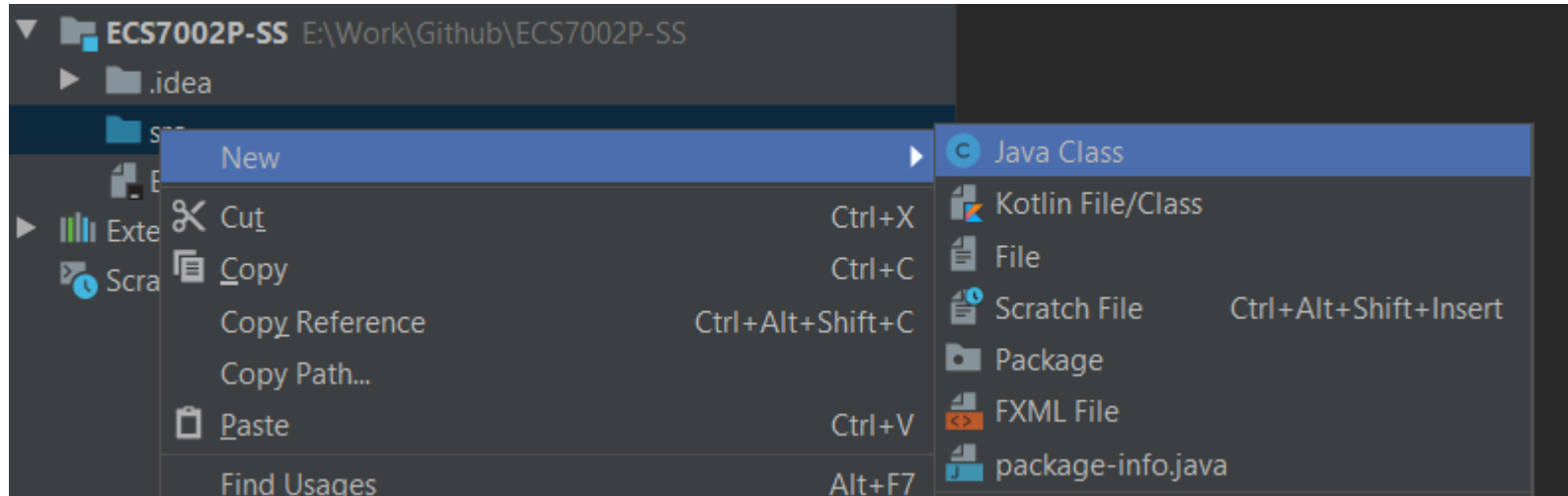
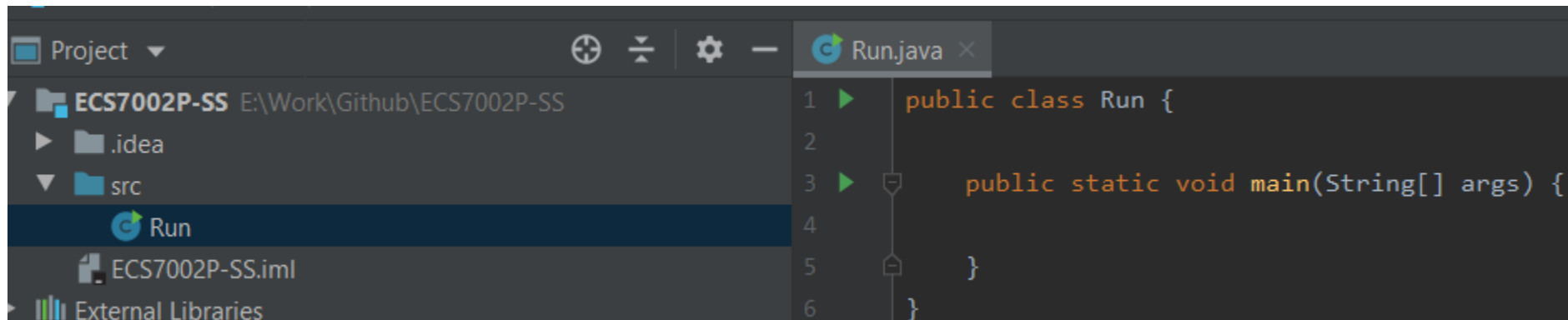


# Try it out! (10 minutes)

1. Right click on the “src” folder in the IntelliJ project, and create a new class called “Run”

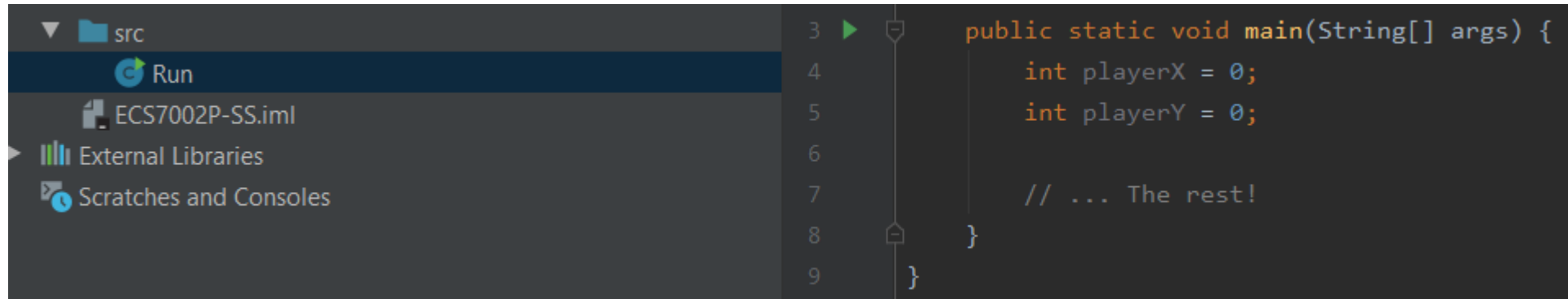


2. Copy the following code (we'll see more about classes and methods soon!), or use the “psvm” + TAB shortcut to create the main method between the curly brackets {} in the new “Run” file.



# Try it out! (10 minutes)

3. The code within the curly brackets in the **main** method here will run our maze game. However, we'll need more concepts before we can get there. For now, let's consider a very simple scenario:
  - a) Only 1 player, with X and Y coordinates in the grid (2 integer variables)
  - b) The player has a name (a String variable)
  - c) The player will start at top-left position (0,0) and move diagonally towards the bottom-right, once at every game tick.
  - d) When the player reaches position (5,5), the game ends.
  - e) We keep track of the game tick (integer variable, starting at 0) and whether the game has ended (boolean).
4. Write down how this scenario works between the curly brackets {} of the **main** method, printing the following at every game tick: game tick, whether game has ended, player name, player position (X, Y).
5. Remember that command **System.out.println(text);** prints to the console.
6. Only use variables here, nothing more! (you will have to repeat code 5 times, yes).

A screenshot of an IDE interface. On the left, a project explorer shows a folder named 'src' with a 'Run' button, and files 'ECS7002P-SS.iml', 'External Libraries', and 'Scratches and Consoles'. The main editor area shows a Java code snippet for the 'main' method. The code is as follows:

```
3 public static void main(String[] args) {  
4     int playerX = 0;  
5     int playerY = 0;  
6  
7     // ... The rest!  
8 }  
9 }
```