

## [5] Try it out! (5 minutes)

1. Write a **static** method within our “Run” file (above the **main** method, but within the brackets {} for the “Run” class).
2. This method should perform one iteration of the simple scenario we worked with before (i.e. moves the player diagonally one step).
3. The method should return true if the game has ended, and false otherwise.
4. Integrate this method within your earlier code in the **main** method, replacing the parts that are now included in the method instead.