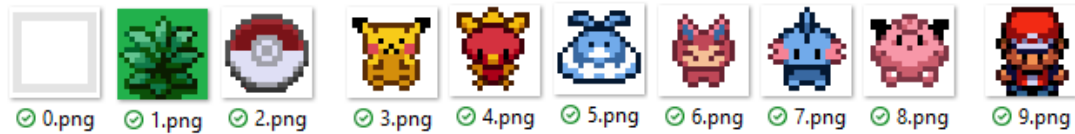


Pokémon

These are the picture numbers:



Checkmark 1:

- Download the folder with the starter code.
- Create the following maze.

Remember:



Does **NOT** go in the maze.



Checkmark 2:

Make all four directions move.

Up is done for you:

```
if (e.getActionCommand ().equals ("up"))
{
    if (x - 1 < 0)
        showStatus ("Off the board!!");
    else if (forest [x - 1] [y] == 1)
        showStatus ("Can't go there");
    else
        x--;
}
```

Checkmark 3:

- Make it so that you can “pick-up” a Pokémon when you visit it’s square.
- The counter will increase. The Pokémon will disappear.
- This will need to be changed in EACH direction.
- When you get to 6 Pokémon, you win.