

MazeGameFE.java

```
1 /*
2  * Written by JJ Shepherd
3  */
4 import java.util.Scanner;
5 public class MazeGameFE {
6
7     public static Scanner keyboard = new Scanner(System.in);
8     public static MazeGame game = new MazeGame();
9     public static final String GIVE_UP = "Give Up";
10    public static void main(String[] args) {
11        boolean playGame = true;
12        while(playGame)
13        {
14            System.out.println("Welcome to the Maze in the Dark!");
15            game.reset();
16            boolean gameOver = false;
17            while(!gameOver)
18            {
19                game.printMoveOptions();
20                System.out.println(GIVE_UP);
21                String input = keyboard.nextLine();
22                if(input.equalsIgnoreCase(GIVE_UP))
23                {
24                    gameOver = true;
25                    game.printFullMaze();
26                }
27                else
28                    game.move(input);
29
30                if(game.getWin())
31                {
32                    System.out.println("You win!");
33                    game.printFullMazeWithPath();
34                    gameOver = true;
35                }
36            }
37            System.out.println("Enter \"yes\" to play again.");
38            playGame = keyboard.nextLine().equalsIgnoreCase("yes");
39        }
40        System.out.println("Goodbye!");
41    }
42
43 }
44
```