

# Lecture Task

## - Enemy AI: Lecture Task 6 -

**Functionality:** In the `game.enemyai.AIPlayer` class, implement the following method:

- A method named “closestPlayerAvoidWalls” with:
  - One parameter of type `AIGameState`
  - Returns the closest player, as reference to a `PlayerLocation` object, that can be reached while avoiding walls. Distance is measured as an `Int` and is the number of grid locations that need to be traveled to reach the player
    - You should call your `distanceAvoidWalls` method to complete this method
    - Ties in distance can be broken arbitrarily

**Testing:** In the `tests` package, complete the test suite named `LectureTask6` that tests this functionality.