//MAKE: 4.03 Hand-in: ***Travel and Find Things***   Name:

__/10 INIT: including:

☐ add `this.column` and `this.row` to your character to track their movements through the maze
☐ create a new array of arrays for the prizes
☐ create an object for the prizes with properties and methods
☐ access properties within the prize object using `this.`

__/10 PROCESS: including:

☐ use nested loops to generate a layer of prizes on top of the maze
☐ use if statements to determine which image to show in the layer of prizes
☐ use if statements to determine if it is possible to move right and left before animating in that direction
☐ use if statements to determine if it is possible to move up and down before animating in that direction

__/10 OUTPUT: including:

☐ use `.innerHTML` to add the layer of prizes to your page
☐ animate a prize using jQuery (fade in, move, shrink or grow, whatever...)
☐ output your character's current row and column
☐ changes the source of a character's image using an animation callback
☐ output something else about your character (lives, score, current speed)

__/10 STYLE: including:

☐ honour all previous //STYLE sections
☐ use descriptive variable names
☐ break up methods and function into separate chunks, max 15 lines each
These do not have to follow INIT/INPUT/PROCESS/OUTPUT. They simply have to make sense a a single method (not too few steps, not too many)
☐ use descriptive comments to identify and describe each method or function, each loop, and each if statement:
`//if there is space to move forward...`
☐ add spaces between mathematical and string operators,
for example: `var exampleVar = "hello " + "kitty"`,
not `var exampleVar="hello "+"kitty"`.