

## CS205 – Project part 4

Modify your project so several MOBs roam about independently within the MUD.

### Requirements

1. Each MOB will run within a separate thread. Your program should launch each of the MOB threads at the start of the program. Each MOB will contain its own time interval at which it will change position by randomly choosing an exit from its current location. The interactions between the player and MOB can be minimal. For example, the MOB can run away if the player tries to “get” it.
2. On the termination of the program, each MOB thread needs to be terminated as well.
3. When finished, export your project and submit one copy. Your code should be fully commented and your project should contain JavaDoc documentation for all your classes.