```java
// (World, Actor, GreenfootImage, Greenfoot and MouseInfo)
import greenfoot.*;

/**
 * This class will be used to display messages to the
 * game player such as instructions on how to play the game
 * and messages when the level end or the game ends
 *
 * @author Derek Peacock
 * @version 1.0 29/Jan/2015
 */
public class MessageBox extends Actor
{
    GreenfootImage image; // current Actor image

    private static final int LEFT_MARGIN = 60;

    private static final int LINE_HEIGHT = 20;

    private int yPos = 80;   // The current y position for drawing text

    /**
     * Create a new MessageBox and scale the image to width
     * by height (make sure the aspect ratio is preserved)
     */
    public MessageBox(int width, int height)
    {
        image = getImage();
        image.scale(width, height);
    }

    /**
     *
     */
    private void explainGame()
    {
        drawLine("In this game the crab moves around ");
        drawLine("in order to eat worm.  An otter will however ");
        drawLine("chase the crab if it can see the crab.");
    }

    /**
     * Draw one line of text (message) ontop of the current
     * image starting at the left margin and current yPos
     * Increase yPos ready for the next line of text.
     */
    private void drawLine(String message)
    {
        image.drawString(message, LEFT_MARGIN, yPos);
        yPos = yPos + LINE_HEIGHT;
    }

    private void explainScoring()
```

```
54          {
55          }
56
57
58      private void showKeys()
59      {
60      }
61
62
63      /**
64       * This method will show the user a summary of how
65       * the game works, it will display what keys to use
66       * and it will explain how the scoring system works
67       */
68      public void showInstructions()
69      {
70          explainGame();
71          showKeys();
72          explainScoring();
73      }
74  }
75
```