

	Costumes in a forever loop	Forever if key A pressed turn right (S key for left)	Auto right with x & y to go back to in loop	
	Cop and robber sprites three costumes making them look like they are running from above	Cop and robbers both steer from keys on keyboard. Right left and forward.	Walls are programmed to go over set distances and then move back after set time	
	Create maze background with lots of different ways to go	<p>Cops and Robbers</p> <p>Cop chases the robber around a maze of roads. Some road maze walls move blocks changing the roadway. Robber is faster for short period of time can accelerate. If cop catches robber he gets a point. For every minute robber stays free he gets a point. If either touch wall they move very slowly.</p>	Spawn point for start of game and if cop catches robber. Same place	Go to x and y if cop catches robbers
Robber score uses adapted seconds counter	Cop score and robber score held in variables and displayed on screen	Wall slow down movement through colour wall reduces all movement to 1/10th speed	Robber accelerates when another key is pressed	Forever if key 2 pressed move speed 2 10 seconds wait until block can be run again