
		
	<p>Cop and robber sprites three costumes making them look like they are running from above</p>	<p>Cop and robbers both steer from keys on keyboard. Right left and forward.</p>	<p>Walls are programmed to go over set distances and then move back after set time</p>	
<p>Create maze background with lots of different ways to go</p>	<p>Cops and Robbers          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>		<p>Spawn point for start of game and if cop catches robber. Same place</p>	
<p>Cop score and robber score held in variables and displayed on screen</p>		<p>Wall slow down movement through colour wall reduces all movement to 1/10th speed</p>	<p>Robber accelerates when another key is pressed</p>	
		