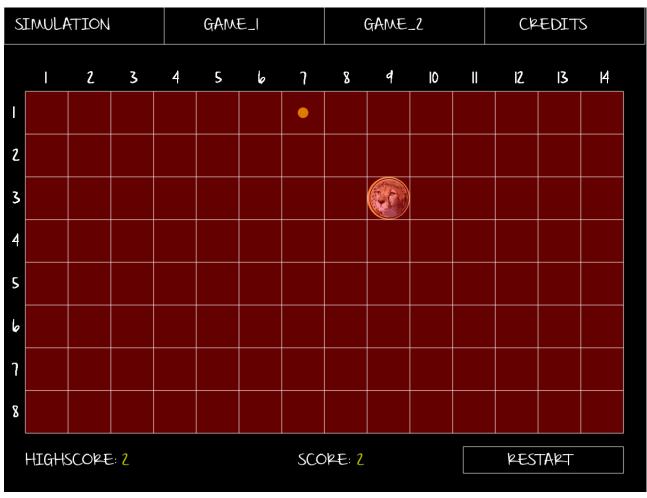
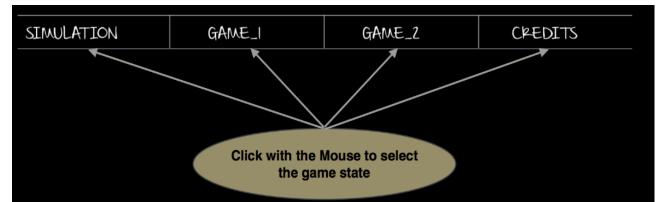
SIMULATION					GAME_I			GAME_2				CREDITS		
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HIGHSCORE: 2 SCC)KE: 3								







Simulation: click on the simulation button to start the simulation, click on the stop button to stop the simulation, click on the restart/random button to position the cheetah and rabbit randomly in the grid.

Game_1: control the rabbit using w,a,s,d keys to move up,left,down,right. Collect the yellow dots to increase the score. Avoid the cheetah and if you get caught you can restart the game clicking on the restart button.

Game_2: click randomise to place the rabbit and cheetah in the grid. Click "store" button in order to store the cheetah moves (up,down,left,right). Press play to move the cheetah based on the movement you previously stored. The aim of this game is to make the cheetah catch the rabbit using exactly the stored moves. If you do not catch the rabbit you can press "pop" button to start over again.



S	SIMULATION				GAME_I			GAME_2				CREDITS		
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S	SIMULATION				GAME_I			GAME_2				CREDITS		
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