Cops and Thieves

Project for the Agent Systems course

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1 Introduction

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Cops And Thieves (*cops and robbers*) is a strategic pursuit-and-evasion game where two opposing agent types operate in a shared environment. Thieves aim to evade capture, while cops patrol, chase, and arrest thieves to maintain order. The game mechanics involve agent coordination, pathfinding, and adaptive decision-making.

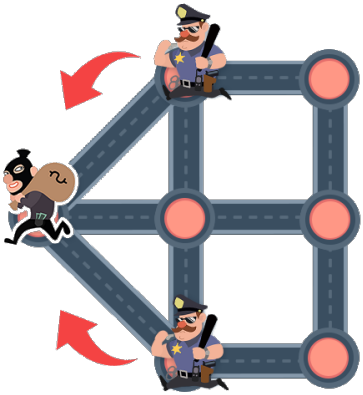

Figure 1: *Cops and Thieves* game depiction.
Source: *Catch The Thief: Help Police* by MicroEra

Motivation

Comparison of other (probably better) approach for a problem considered previously on engineering studies course *Development Workshop*. Our project – *Chase model* – was also implementation of the cops and thieves game.

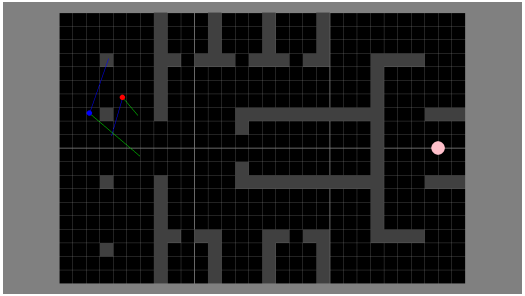

Figure 2: *Chase model* – game area.

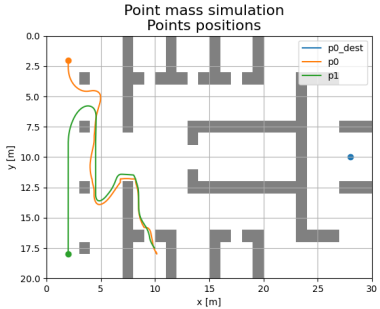

Figure 3: *Chase model* – movement chart.

Figure 4: We are back

As depicted in fig. 4, we are back to face the challenge of the cops and thieves problem, but this time with a different approach.

Goal

Technological Stack

Thank you for your attention

Questions?