# Xavier’s AI Post – Mortem

This project I ended up having to get done in less time than originally planned. I got inured so I was out for a week of it. Despite that I basically achieved what I wanted to. I was able to successfully implement a dumb “Cop” who runs through the map really quickly but not very strategically until it finds the robber. My teammates matt and keil both also implemented basically what they originally planed with matts AI Taking hints and finding the Robber, And Keils AI Being the robber who when it sees a cop runs to a new hiding place.