

Cops and Robbers: Ghost Getaway (UPDATE)

Cops and Robbers: Ghost Getaway is a chase game where the player is in control of the cop, while there is a cpu playing as the robber that is attempting to escape. The robber is flickering as the ghost function and moving randomly around the world. The player wins by tagging the Robber.

The Cop is controlled via the arrow keys and the robber moves randomly around on its own, while flickering and varying in transparency. If the cop tags the robber the player wins and a message is displayed, whereas if the robber reaches the edge of the world, it teleports into a new spot, therefore preventing it from getting stuck.

Actors:

Cop

Controlled by the player by the arrow keys,
checks frames whether or not the robber has been touched,
and if contact is to occur, the game ends and shows the
victory message



Robber

Moves in random directions and spots, and
is a CPU NOT controlled by the user, flickers in
varying transparency, and if it were to reach
boundaries, respawns in a random location



World

Canvas for the game, and creates the cop and robber when game is initiated.

Changes:

Original concept had included a maze, walls, and gold that the robber would drop. In order to simplify this project, the game was simplified to have only the cop, robber and world, no collisions with the wall or other excess actors, and is a much more easier to compile and straightforward project