Rush Hour

***Elevator Pitch:***

This game will involve drag cars (racing cars), police cars and by standing cars (normal traffic). The game will involve the race cars driving faster than normal by standing cars on the roads, the police will try and capture them, and the bystanders will try and get out of the way of the police and drag racer. These agents or characters will have the following:

Drag cars:

* Follow Path
  + This follow path will be whenever the drag cars would be racing across the map.
  + The follow path will move the cars in a random direction at any time. They will still be on the road.
  + Whenever a police car spots the drag car, the drag car will go to flee behaviour to try and escape the police.
* Flee Behaviour
  + This flee behaviour will occur when the drag car is spotted by the police cars.
  + It will continually flee until the police car is out of range of the drag car. It will revert to follow path afterwards.

Police cars:

* Follow Path
  + The follow path will be across the map, picking a random location to go to.