Various types of auctions around the world, attract many people, some of them because of their interest about the product, others to just make a profit out of this, and in extreme occasions, the auction also attract thieves. Usually thieves are undercover. They act normally, as interested participants of the product, and once they get close to their goal, they make their move, steal the product and escape it.

In our creativity part, we added a 50% probability of an interested participant, to be a thief, just to make the simulation more impressive. As soon as the thieves stole the product, they head towards their escape car, the rest of participants return immediately to their houses, whereas the police close to the area, raise the alarm (in this case turn on their sirens) and chase the thieves. In case the police make it to reach a thief before he reaches the car, then the thief dies. On the other hand, in case at least three thieves reach the car, then the car turns the engine on and moves to escape from the police.

Additionally, we turned the environment into 3D, something that turned out to need a significant amount of computational power when we input some cool graphics for the car or the participants. For that reason, we kept it simple by using normal shapes