

## Police and Burglar Game Description and Learning

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This game involves two characters: police and burglar. Once the start button was hit by the user, burglar will start to move along a fixed pre-defined grid route. Given a short paragraph of words, users will need to type each word including punctuations correctly in order for the police to catches the burglar. In the beginning of the game, users will have two modes to choose from, easy and hard. Under the easy mode, burglar will move at a slower rate than at the hard mode. When the police and burglar are in the same position i.e. the same block, game is over, and image of burglar being caught will show up. Every time user wants to restart the game, he/she needs to close the game GUI and hit the start button again. From this project, we learned how to use outside packages in Java to help us with setting up the GUI. We also learned to set up route and map using 2-D array. We learned how to set up direction of the movement with different case control statements. Overall, it trains our ability to cope with different logical operations in a complex situation.