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CopsnRobbers

The program is a game that requires two players. One Cop, one Robber, the players will then be set on the game stage, and the cop will have to fall try to get into the same node as the robber to win.

The specifications are as follows:

1. The program will be graphic based.
2. The game will start and will give a GUI, illustrating the steps to start the game
3. The player will have to click on the scare to create nodes
4. Once the player have created the nodes he will then click on a button to join the nodes creating a network COMMENT: How exactly? Click on the two nodes?
5. Game will start
6. Cop clicks on one of the nodes then robber clicks on any other node other than the node that Cop player is in. COMMENT: What is the effect of this clicking?
7. Cop has 50 turns to try to fall in the same node as the robber if he success before the 50 turn ends he wins, otherwise the robber wins
8. Once the cop or the robber wins, the game keeps score of it.
9. If cop clicks “give up” button that counts as a win for robber.