* CCPoint wayLocation[56];// chua 56 o cua map bao quanh
* CCPoint finishLocationYellow[6];// chua 6 o ve dich quan vang
* CCPoint finishLocationGreen[6];//chua 6 o ve dich quan xanh la cay
* CCPoint finishLocationRed[6];//chaa 6 o ve dich quan do
* CCPoint finishLocationBlue[6];
  + 0: tren map
  + 1: quan vang
  + 2: quan xanh la cay
  + 3: quan do
  + 4: quan xanh da troi
* CCPoint getNextPoint(int type,CCPoint current,int step);
* Vd: getNextPoint(1,current,3)//quan vang nhay len 3 buoc tu diem hien tai
* CCPoint getPoint(int map,int index);
* VD: getPoint(0,int 4)// lay diem co vi tri so 4 tren map 56 o
* VD: getPoint(1,int 4)// lay vi tri index 4 tren map finish cua quan vang
* int getIndexLocation(int map,CCPoint point);// cho vao diem lay ra index
* vd: getIndexLocation(3,ccp(1,2));// xac dinh coi vi tri 1,2 co index bao nhieu tren map ve dich cua quan do