Specifications for CopRobGame (Console Version)

1. Print Intro

* Welcome
* Rules/How to Play

1. Ask user how many moves the Cop is allowed
2. First the Cop is allowed to place itself at any vertex

* Ask cop which vertex they want to be placed at

1. Then the Robber is allowed to place itself at any vertex as well

* Ask robber which vertex they want to be played at

1. After Both Cop and Robber have taken a position, they will alternate taking turns.

* Cop will start the alternate taking of turns

1. The Cop or Robber is allowed to move to an adjacent vertex or stay at current vertex
2. The Cop wins by occupying the same vertex as the robber
3. The Robber wins by making the Cop give up or the cop exceeds it allowed moves

* The moves allowed by the Cop is dictated by the user at step

1. When game has ended either by step 7 or step 6

* Print out results
* Who has won