Sneaker Seeker Game

Game rules

the player should split to 2 groups: **Sneakers** & **Seekers**.

The goal is to scan the board in time and to detect as many Sneakers as possible.

Game parameters

* The board size is:
* Seekers can communicate up to .
* Seekers can see up to meters ahead. In a shape of degree FOV.
* Seekers and Sneaker move at the same velocity speed .

Assumptions

* Seekers have enough time to spread around the board before the Sneakers will get in.
* Sneakers come from the same general direction.
* Board is 2D.