

Bank Heist Bunny

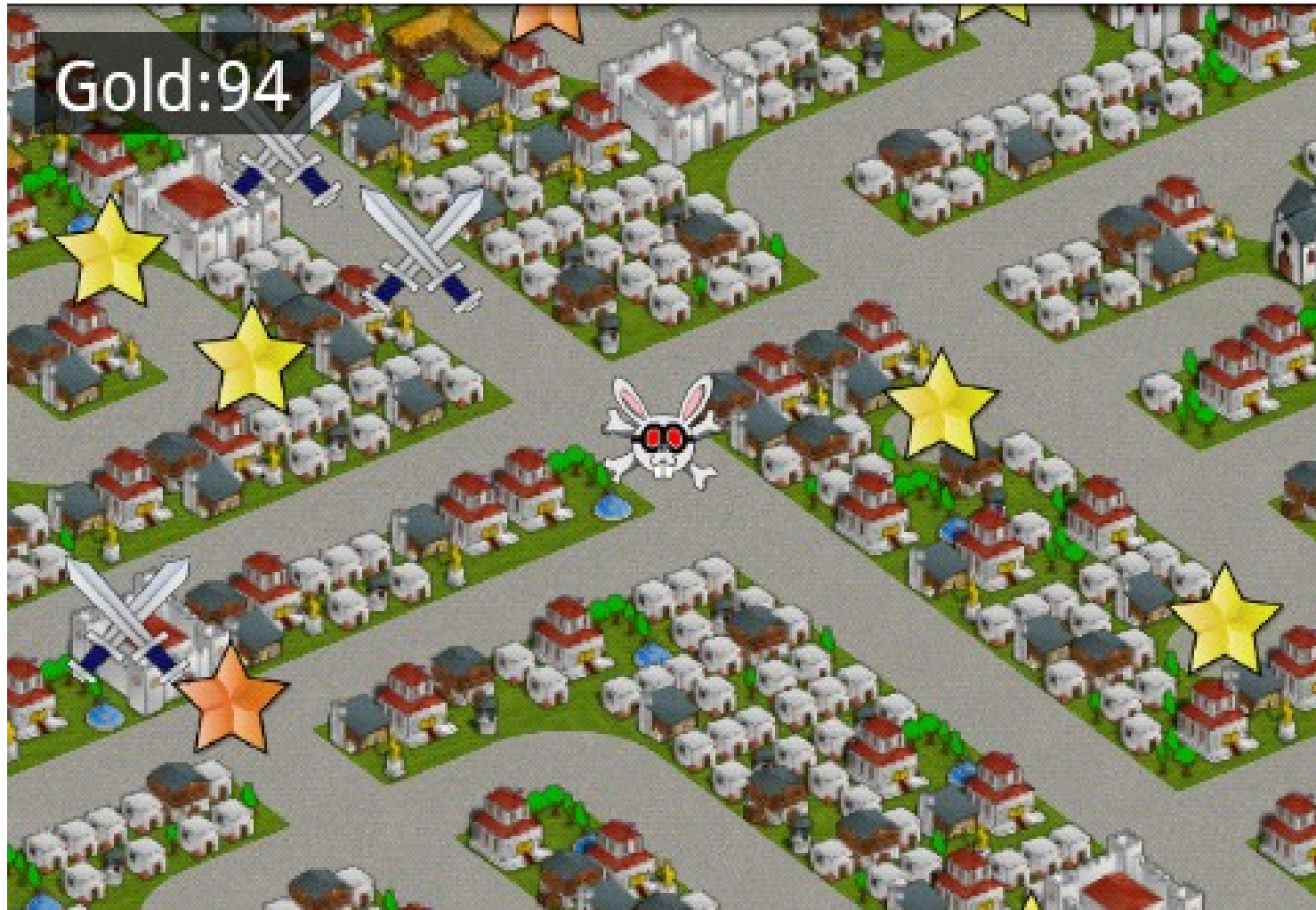


- Inspired by Pacman
- Police is searching for the bunny – so you have to hide your gold in stashes



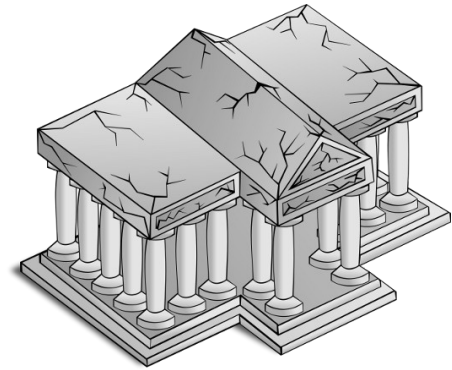
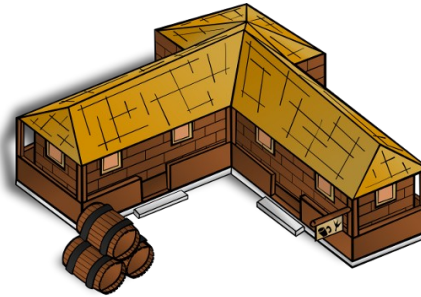
- First attempt – Setting today
- Second attempt – Setting medieval times







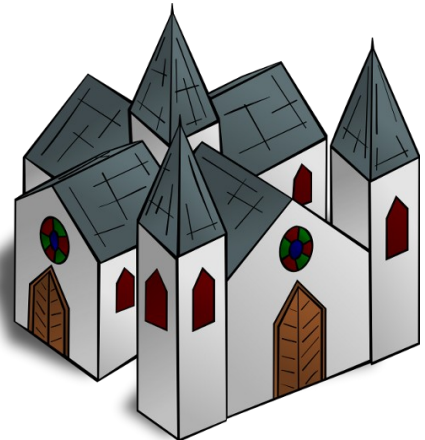
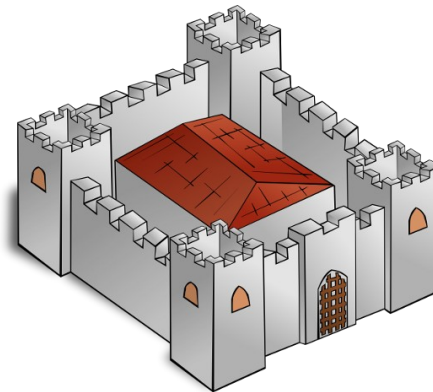
- Accessible for rabbit



- Speed Power-Up for rabbit

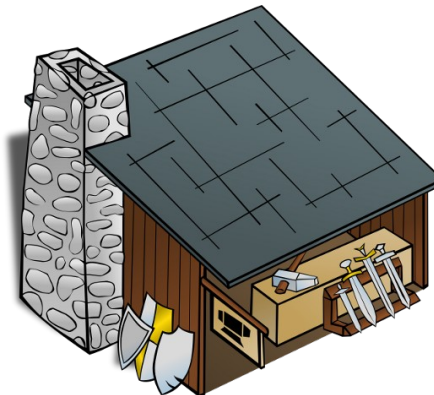
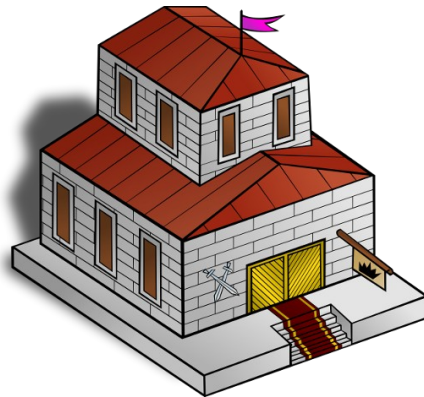
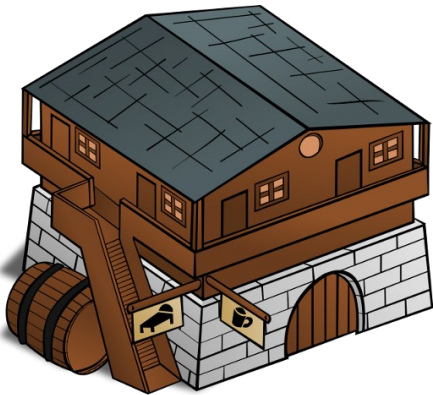
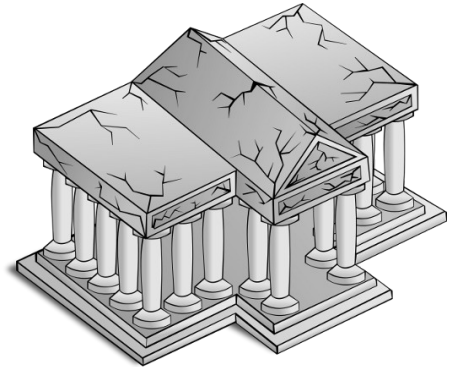
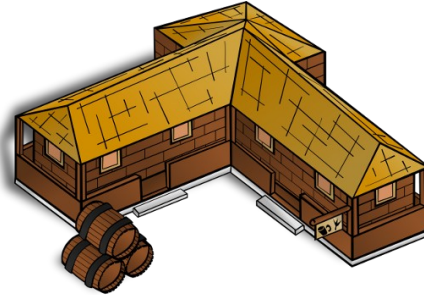
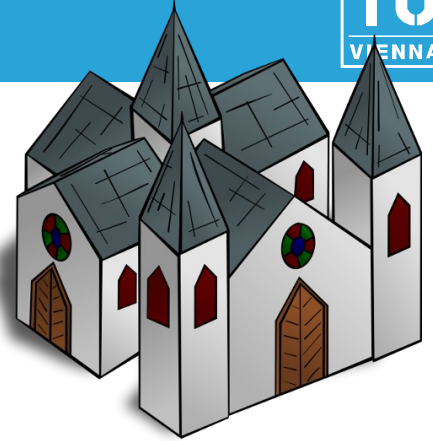
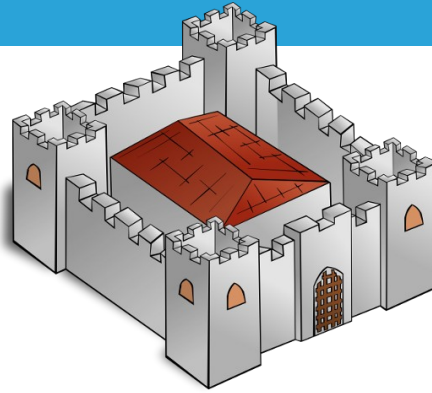


- Accessible for police

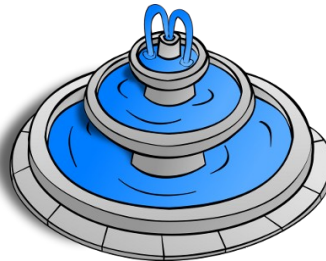
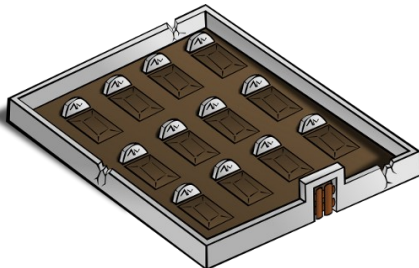
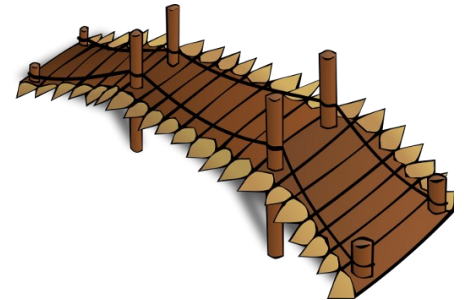
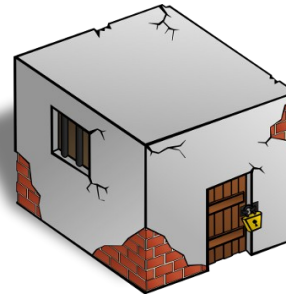
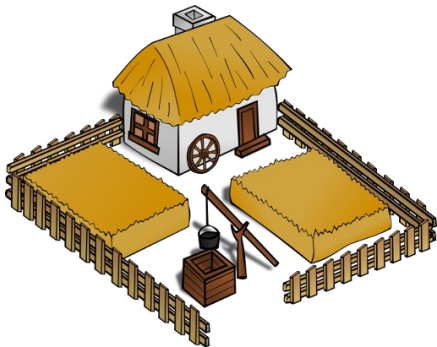
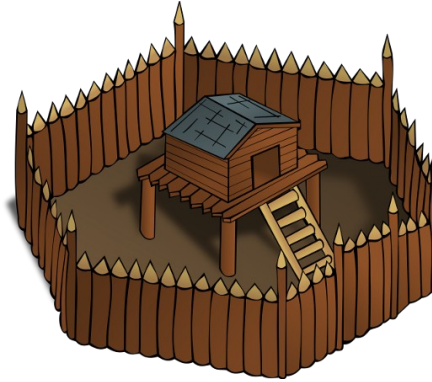
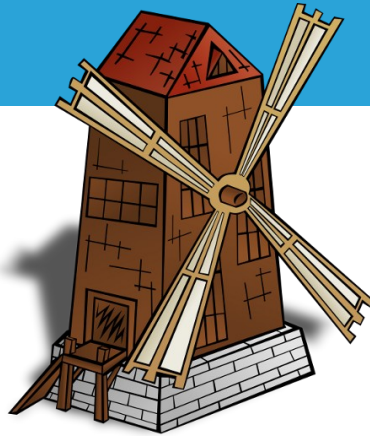


Textures

- www.openclipart.org
- Search for: rpg map
- By nicubunu
- Available as svg



Textures



■ More available



- Is bunny visible?
 - ◆ Move towards bunny
 - ◆ Remember bunny position
- Else, is known where bunny was?
 - ◆ Move toward that position
- Else, is police stuck? (dead end, blocked field)
 - ◆ Move random
- Else
 - ◆ Move straight/random
 - ◆ Don't move backwards



The end

Thank you for your attention!

