Functional Specifications
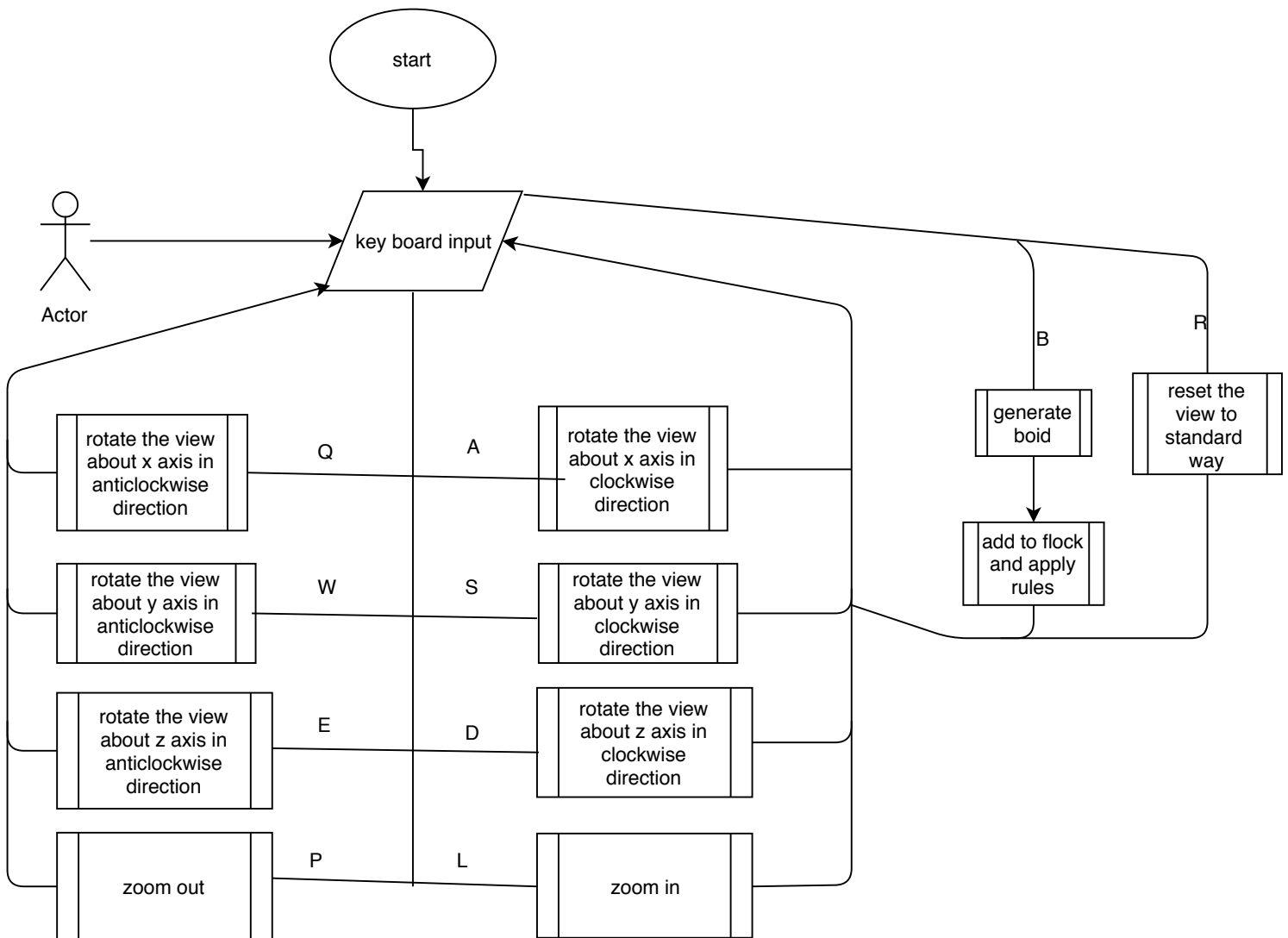
start

key board input

Actor

Q — rotate the view about x axis in anticlockwise direction

A — rotate the view about x axis in clockwise direction

W — rotate the view about y axis in anticlockwise direction

S — rotate the view about y axis in clockwise direction

E — rotate the view about z axis in anticlockwise direction

D — rotate the view about z axis in clockwise direction

P — zoom out

L — zoom in

B — generate boid

add to flock and apply rules

R — reset the view to standard way

boid rules

start → flock

i=0

if i< no.of boids

no

yes

apply boundery conditions for boid i

apply cohesion rule for boid i

apply separation rule for boid i

apply alinging rule boid i

update the biod properties for boid i

i=i+1