

“Boids”

These little creatures were thought of in 1986 by Craig Reynolds.
(look at <http://www.red3d.com/cwr/boids/>)

The original paper, "flocks, herds and shoals" introduces a "boid". These “boids” mimic the flocking behaviour of, say, flocks of birds. As I recall, the basic behaviour for a "boid" is:

1. Try not to bump into each other;
2. Try to match your course and speed with other flock-mates;
3. Try to fly towards the centre of mass of the flock...

If your "boids fly" (rather than being fish) do they need maintain a minimum air speed before they fall out of the sky, or can they hover? Do you need other rules to keep them from flying off the screen?