SOFT351

Assignment 2

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# End User Guide

# Programmer’s guide

# Additional Note to the Programmer

# Evaluation

# Software Engineering Issues

# Ownership

As anticipated in the proposal document, I started with my own submission to coursework part 1 (in fact, from a user perspective most of the functions affecting the flying bear remain unchanged). This submission had been created using a combination of my own work and the demos available on the DLE.

Added to the above are the boids themselves and various global values that affect the boids behaviour. The boid class is an extension of the Thing3D class (since they all need positions and rotations etc. anyway) with modified movement, boid-like decision making (which was researched via the provided link <http://www.red3d.com/cwr/boids/> as well as various AI lectures given as part of the course at Plymouth University).

# Evaluation

After more thoroughly considering what had been initially proposed and the intention of boids themselves, I felt the need to revise what was to be created. Initially I set out to allow the user to direct the boids by attracting them towards a playable entity, though boids having their own (albeit collective) “free will” conflicts with this idea in my opinion. Instead, the theme of predator and prey was used to allow the user to move an entity around the map and the boids will attempt to avoid it.

# Appendices