Documentation Project 2

**Startup**

The environment can be started by running the executable located in the project folder.

The A\* scene will be loaded immediately. The Flocking scene can be loaded by pressing “2”. The A\* scene can then be reloaded by pressing “1”

**Controls for Flocking**

Arrow keys rotate camera

W,A,S,D move flock seek point

E enable or disable flock seek point

R and F raise and lower separation between flocking units

T and G raise and lower speed of individual flocking units

1 and 2 switch between A\* and Flocking scenes

H to hide or show instructional text in game

**Issues**

We had issues with flocking units falling off the islands, but resolved it with invisible walls.

Occasional there is conflict with the A\* agent and terrain. This has been mostly fixed with some adjustments to the RigidBody. This error has nothing to do with the A\* algorithm, just a bit of ignorance as to how unity handles colliders. If it does occur, restarting the project will resolve.