Documentation Project 4

**Startup**

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

The main level is loaded right away.

**Controls for Flocking**

Space will regenerate the influence map

M will toggle the influence map

**Issues**

I (Zane) did not realize that gizmos do not show up in a built project. I used a gizmo grid to represent the influence map and because of this the influence map cannot be seen in the built project. This is due to my inexperience with the Unity engine. I am hoping to include a video showing off the influence map and the influence map can be seen by opening the project. I will link to the video below. Everything is working and the influence map is regenerated, but just does not visually show up.