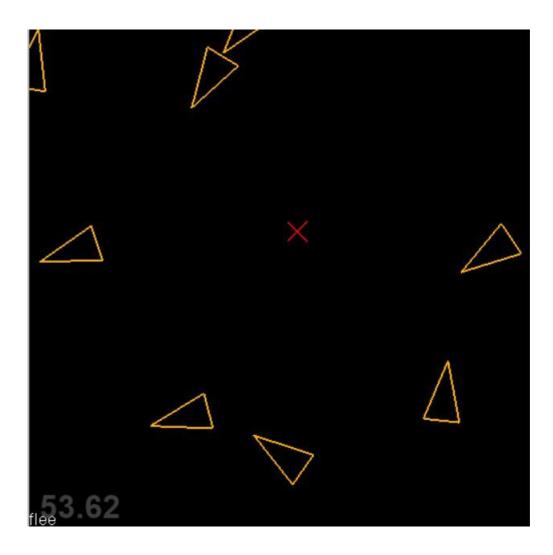
COS30002

Lab Report - Task 8 (6/4/2021)

Ryan Chessum 102564760

- Looked at the provided code
- Drew a UML to help understand the code
- Added functionality to created agents when the A key is pressed
- Added Arrival speeds
- Added Code for flee function
- Added panic distance to flee function
- Changed value of max_speed
- Changed value of mass



Agent	World
Deckleration_Speeds {3	(2
World	Cy
mode	target
direction	hunter
Position	99ents {}
Velocity	pansed
heading	Showinto
Side	update()
Scale	vendet)
accelleration	wap-around(pos)
mass	Kruns form points (Points.
max Speed	Pos, forward, side, scale)
colou/	
vehicleShape	
Calculatel)	- Agent_Modes \$ 23)
update (delta)	
vender (colon-snone)	
Speed()	
Seek (target-pos)	
flee (hunter-pos)	
pursuit (Evader	
pursuit Brader	