

# COS30002

## Lab Report – Task 9 (7/4/2021)

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- Brought over missing sections of code from task 8
- Added waypoint variables to agent class
- Created randomise\_path() function
- Added follow\_path mode and function
- Added path randomisation when the C key is pressed
- Adjusted the waypoint threshold distance
- Added wander code to render function
- Added wander variable to agent class
- Added transform point code to world class
- Added wander function
- Edited wander values

