**COS30002**

**Lab Report – Task 9 (7/4/2021)**

Ryan Chessum 102564760

* 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

