# GameAiHW4

Christian Silva,

Alex Weisenbach

We’re sorry about this. The project is desperately unfinished for the sole reason that we just couldn’t figure out how to get flocking to work properly. No excuses, even with the extra day we couldn’t figure it out.

To see the project, such as it is, start at the scene “UI scene”. Clicking any of the buttons takes you to that part, and pressing q at any time brings you back to the UI scene.

In part 2, pressing C and S at any time changes which collision avoidance system is being used, although given the fact that flocking is broken they don’t matter much.

Again, we’re sorry about this. We wish we had put more effort in and done better. We’ll take the grade we deserve.