

## Project Description and Assessment Form (2020)

Title: Flocking Enemy – A Game Mechanic

Members: Anneli Nilsson

---

### Feasibility:

Yes. Boids have been implemented before in a game-like setting often to simulate fish and/or birds as part of the environment, but there have been instances where it also has been an important part of the game. There are implementations that can be used for inspiration if I get stuck, to say the least.

### Description:

I intend to implement a **swarm intelligence** that would act as a sort of enemy for a player in a game, it will not be an entire game just the enemy behaviour/movement mechanism.

The AI will be implemented according to the **Boids**-model and work in 2D (will be floor-bound) and will react to a "player" as well as the environment, like light sources and obstacles.

### Time plan:

Week	Description
38	Project set-up, research
39	Basic implementation of Boids swarm, report writing
40	Improve swarm behavior + add "player" interactable, report writing
41	Last improvements – models/textures/animations, report writing
42	Demonstration

## Project Description and Assessment Form (2020)

Title: Flocking Enemy – A Game Mechanic

Members: Anneli Nilsson

---

		U	3	4	5
A	Amount of Work				
B	Technical Developmen				
C	Literature Study				
D	Critical Understanding				
E	Presentation				
F	Report				
<b>Course grade</b> Pass everything with 3,4,5 Grade = (A+B+C+D+E+F)/6					

NOTES: