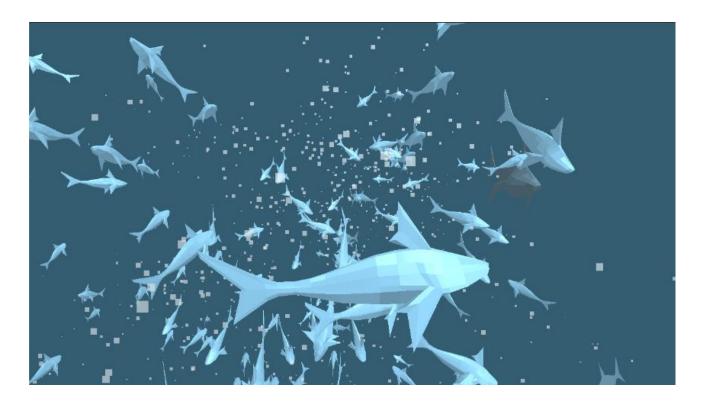# Fish Flock

Drag and drop the Fish Flock Controller script to any object on your scene, and configure each property through the inspector. Each property is described with a tooltip, just put the mouse cursor over the property and it will show a description of it. The script uses a separated thread to calculate the flocking behaviours that are applied to the fishes.

On the demo's folder, there are 5 demos:

- FollowTarget: This demo will show you how the fishes behave when they follow a specific target on the scene.
- FollowRandomPoints: This demo will show you how the fishes behave when they follow a segment of generated points on the scene, inside the bounds of the controller.
- MultiControllers: This demo will show you how to use two controllers on the same scene.
- Predator: This demo will show you an example of a predator fish eating the fish from the shoal.
- CustomBehaviourControl: This demo will show you an example of how to modify the FishBehaviour data using a simple script that increases and decreases the acceleration, speed and turn speed of the fishes.

Note: Besides the demos scene there is a "Menu" scene that contains buttons so you can select a demo that you want to see, and by pressing "Esc" you can go back to the menu from any demo.

No code is required to use the asset, except if you want to use the Custom Behaviour to modify the data values of the fishes, it requires very simple knowledge on C# as you can see through the demo, the rest you just have to manipulate it through the editor.

Besides the Fish Flocking, there is 1 shader included that applys a simple effect on the fish model that simulates a fish swimming, it has these properties on it's material:

- Animation Speed: The speed that the fish will animates to simulate the swimming.
- Scale: How much the fish will animate, the lower the value is less movements it does.
- Yaw: The usual swimming effect where the fish makes a "ping-pong" effect with his head and it's body follows.
- Roll: The movement scale the fish does with the lower part of it's body to the left/right.

Elvis Leite

Thanks for purchasing!
Good luck!