

Project Title: Fish Schooling**Project Members:**

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Description:

This project is a sandbox in which the user simulates an ocean ecosystem. This simulation is meant to educate and engage the user by displaying steering behaviors in a fun and playful manor. Key behaviors are pursuit, obstacle avoidance, and flocking. Unique features include real-time editing of AI behaviors and dynamic ecosystem challenges.

Link to REPO: <https://github.com/HuuBen5334/FishSchooling>

***TO RUN PROJECT:** run the executable in this directory*