**James P Meeks**

**IGME 202, Section 2**

**Project:**

Project 4: Flocking

**Project Description:**

In this simulation a group of characters stay together while wandering around a scene and avoiding obstacles.

**User Responsibilities:**

* The user can toggle debug lines by pressing the ‘d’ button.
* Enjoy the show!

**Above and Beyond**

* N/A for this project

**Known Issues**

* Flockers have some trouble navigating away from obstacles at times, they would rather push through the obstacle and break cohesion or enter another’s space
* The smooth camera only faces towards the north

**Notes and Asset Credit**

* Assets made by James Meeks