

## HW09 Jiawei Wang

### Assignment:

All done;

There are something to clarify:

1. I didn't implement the sense(), but I did its work inside of the behaviors function.
2. The Avoid, I just implemented it as the instruction of the handout, it seems different with the Demo, it react much more fierce than the Demo, but it will arrive the target and avoid the obstacle anyway.
3. In Wander, I make a little change to get the same effect as the Demo.

### Extra Credits:

**ChaosMarching:** I add a new Group behavior called ChaosMarching, the effect is that the group will be like chaos when they move and stay, but they still move to the target as a whole.

**Chasing:** (number of agents > 1) This is another new Group behavior called Chasing, I set the target pos equals the next agent in the list's position – (0.0, 0.0, 200.0) (local), Also I set a separation velocity to construct a stable chasing circle.