A Realistic Model for Creating Scent Trails in Games with Physics

**STATEMENT OF ORIGINALITY**

**CS3D660 Individual Project**

This is to certify that, except where specific reference is made, the work described within this project is the result of the investigation carried out by myself, and that neither this project, nor any part of it, has been submitted in candidature for any other award other than this being presently studied.

Any material taken from published texts or computerized sources have been fully referenced, and I fully realize the consequences of plagiarizing any of these sources.

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Registered Course of Study Computer Games Development

Date of Signing 03/10/2017

Abstract

* Everything that I have done, summarised – Look up examples in other journals

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