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Herding Sheep

My best run:

A computer screen capture

Description automatically generated with medium confidence

Diagram

Description automatically generated

FindSheepState: this class assigns a sheep as a target based on its proximity to the dog, then calls ApproachSheep

ApproachSheep: this class brings the dog into close proximity with the target sheep, then calls SteerSheep

SteerSheep: this class tests if the sheep is high enough above the pen to successfully be pushed into the pen, and if so, it calls PushIntoPen, if not, it calls PushUpward. If the sheep is pushed into the pen, Idle is called

PushUpward: this class uses the sheep’s position to steer it upwards towards the top of the pen, then calls SteerSheep when the sheep is high enough

PushIntoPen: this class steers the sheep toward the opening of the pen and then into the pen, then calls SteerSheep once it is in the pen

Idle: this class is similar to the premade one, it does nothing unless there are more sheep in the herd, if so it calls FindSheepState.