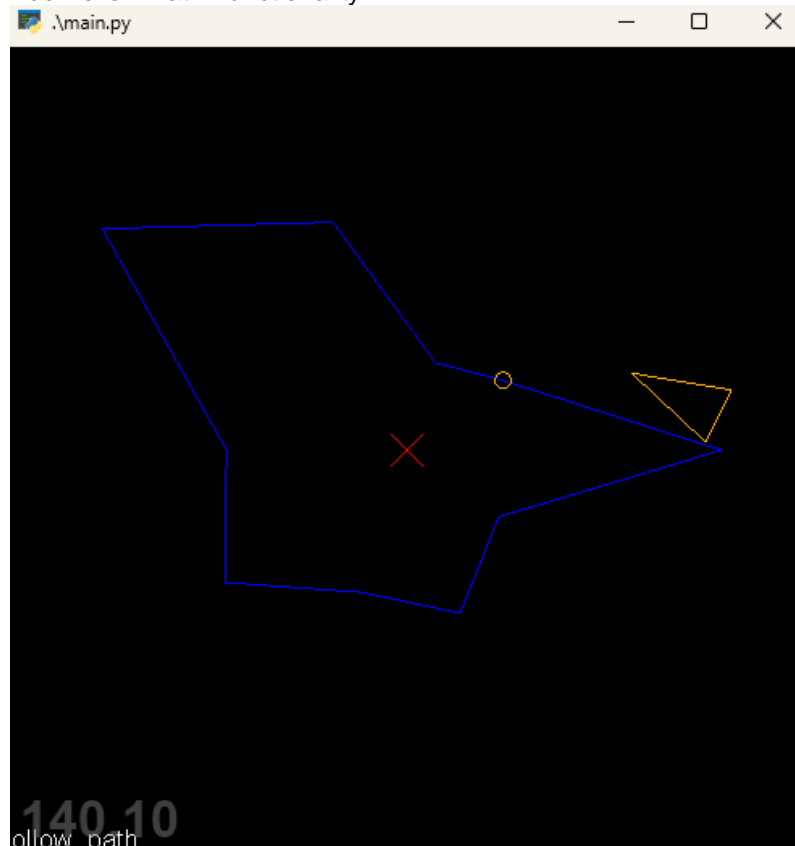


Lab 12: Steering 2 – Wander and Paths

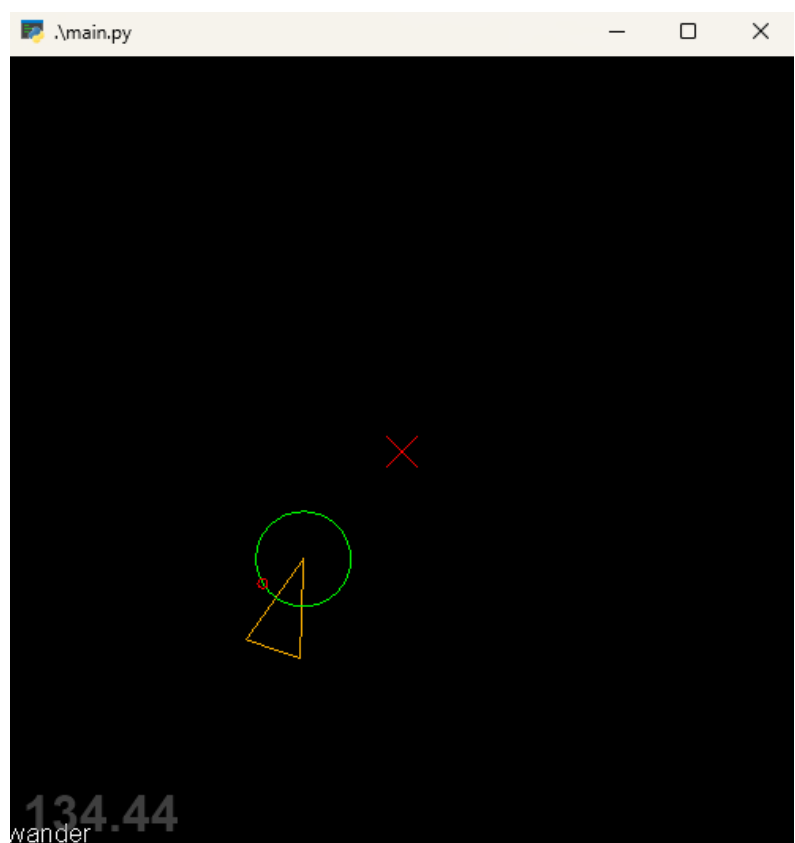
Objective

The objective of this lab is to extend the code from the previous lab and add the ability for agents to follow way-points in a path, and to perform a nice-looking smooth random wander.









Add Follow Path Functionality:



Add Wander Behaviour:



Git Commit History:

Small fix  LukeValentino138 committed 5 days ago
Completed wander  LukeValentino138 committed 5 days ago
Added multiple spawning, added refresh path  LukeValentino138 committed 5 days ago
Added Follow_Path, fixed random_path margin  LukeValentino138 committed 5 days ago
added randomise_path()  LukeValentino138 committed 5 days ago
Added previous labs code  LukeValentino138 committed 5 days ago
 Commits on Feb 28, 2024
Initial commit  LukeValentino138 committed 2 months ago