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IGME 202 Section 5

HvZ Homework part 2

List of user functionality:

- Right clicking spawns a fire

- Left clicking spawns a tumbleweed   
- Pressing ‘d’ or ‘D’ shows the debug lines or makes them disappear

Reasoning behind design choices:

* I made fire spirits chasing tumbleweeds in the desert. So the fires are the Zombies and the tumbleweeds are the humans. The obstacles are cacti.
* The green lines are the forward debug lines
* The red lines are the right debug lines.
* The blue lines are the pursuit lines.
* The black lines are the evade line.
* The fire spirits were inspired by Calcifer from Howl’s Moving Castle.

Brief description of above and beyond features:

- User can spawn fires and tumbleweeds.