

COMP521 A4

Michel Kassis
260662779

For Shoppers: I used Arrive and Obstacle Avoidance Steering Behaviours so it can reach restinations.

For Adversiers: I used Wander and Pursuit Steering Behaviours so they can chase the shoppers.

Credits:

Used this tutorial to understand Steering Behaviours More : (No code taken, Code is written in flash)

<https://gamedevelopment.tutsplus.com/tutorials/understanding-steering-behaviors-collision-avoidance--gamedev-7777>