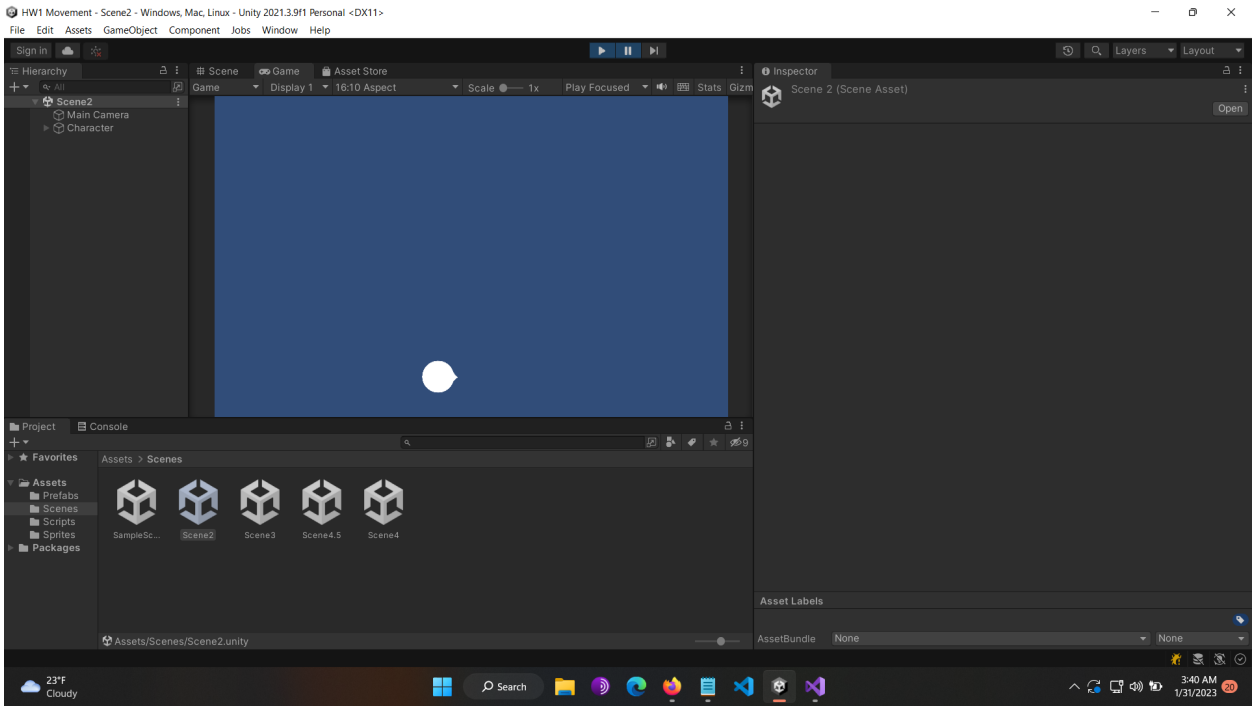
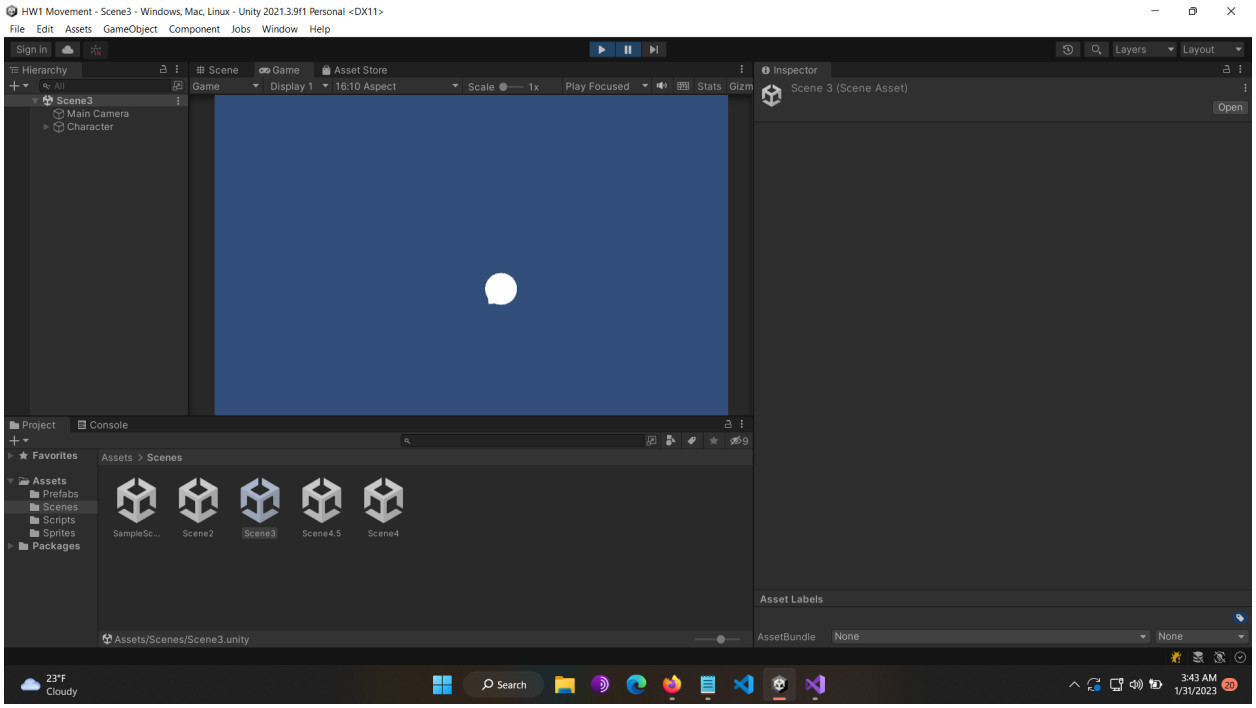
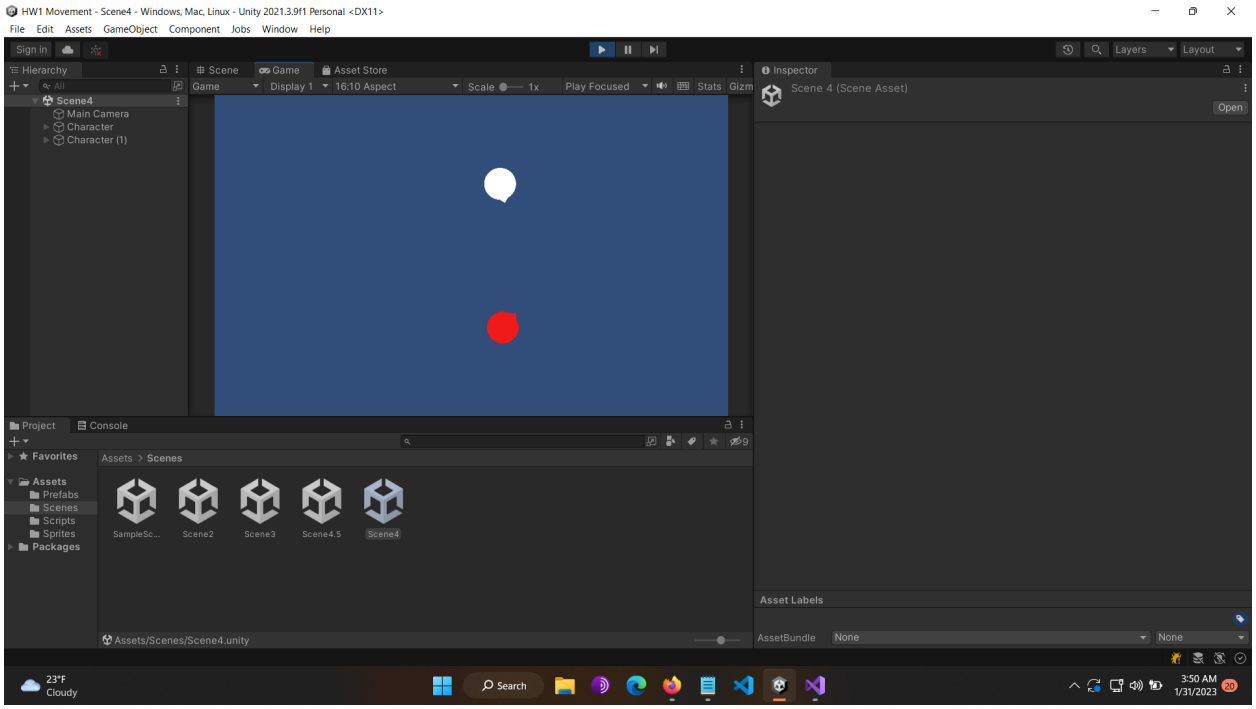
For this assignment, I tried to follow the slides and in book pseudo code (while also remembering what you told us in class), but some of the stuff we mentioned didn't work for me (for example, the black trigonometry magic). This may have to do with the fact I used transform's position and rotation properties as opposed to Unity's rigidbody component. I decided to just use simple and straightforward trigonometry with Euler angles to generate my orientation for the character.



For wander I accidentally created a rotation and an orientation variable which slowed me down a bunch. I was adding the wrong value to the right variable. I also added a time delay to make things easier to perceive and understand.



For seek, the progress was also quite simple (aside from committing almost the same issue again). I didn't encounter any interesting issues. Though I did keep both of the character's Z positions the same to ensure my math worked well. I just really played around with max speed and max acceleration for what felt right.



Arrive was the most time consuming because I forgot to actually set my velocity vector to move the character. After that, I tweaked a lot of the numbers just so they felt right to watch (even though they weren't exactly physically accurate). It took a long time to tweak the numbers to be "just" right.