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IGME 202, Section 1

Assignment:  
Project3\_HvZ

Description:  
This project utilizes autonomous steering methods to simulate a zombie apocalypse.

User Responsibilities:  
The user must watch the scene and has the ability to spawn more zombies and humans as well as cycling through the different camera positions.

Above and Beyond:  
I added multiple cameras the user can cycle through as well as the option to spawn more zombies and or humans in the scene.

Design Decisions:  
I chose to utilize an abstract MovementForces parent class whose methods would be implemented by HumanMovementForces and ZombieMovementForces child classes that would be respectively attached to the appropriate models. I made this major design decision based on the idea that it will be much simpler to weight the vectors and affect the specific movement actions of zombies and humans if they have their own scripts.

Known Issues:

- The Zombies and Humans avoid the obstacles the vast majority of the time, however, sometimes when there are many zombies some pass very slowly through the obstacle.
- Very occasionally a Zombie or a Human will wander out of the world space even though there is a buffer at the world edges that forces it to seek the center of the space.
- I used Gizmos for the future position part of the debug requirement which will not appear in the final build, but will appear in the editor.

Additional Comments:  
For this project I am using my grace period. Thank you.