**Flock Challenge Project**

**Speedy Flocking**

Modify your fish flocking project and create animation parameters for the fish to set their swimming speed relative to their movement speed.  The faster a fish is going, the quicker their tail movements. Also add an offset for the tail animation so they don't all swim in sync.  We did this for the crowd simulation and their walking animation.

A screenshot of a video game

Description automatically generated

The solution for this challenge is shown step by step in the PDF document shared in the folder.