Lab5 - Sensors

COMP396 - Game Programming 2

Purpose: - Implement **Sight** and **Touch** senses to provide beleivable NPCs in your Games.

Due Date(s):

- Class Work portion: in the end of class
- The challenge portion: by end-of-week's Friday, 11:59PM.

ClassWork (50%): - Follow the hands-on class work.

Challenge (50%): Continue working with the class instructions on your own til you complete the Lab5.

Deliverables: - See Class Instructions.