**COMP 2501 Final Report**

**Section I: Overview**

**Section II: Post-Mortem**

**Section III: Bugfixes and Efficiency Upgrades**

**Player Death Flag Handling:** The game now does something whenever it detects the player is dead. The model now stops the movements of the player whenever the death flag is triggered, instead of just printing out a message to the GUI.

**Player Vehicle Entry/Exit:** The control scheme is new optimized to only use one key to enter/exit a vehicle.

**Player Diagonal Movement Speed:** The player used to move faster than normal whenever it is moving diagonally, this was because a diagonal (1,1) vector is longer than a vertical/horizontal (1,0) vector. This has been fixed.

**Zombie Movement Speed:** The zombies used to move at half the speed of the player, now it is balanced to be a tiny bit faster than the player.

**Vehicle<->Terrain Collision:** The vehicle used to be able to go drive between the trees (albeit slowly). This has been fixed to only allow the Player and Zombies to move between the trees.

**Section IV: Artificial Intelligence**

**Appendix A: Milestone Calendar**

**Appendix B: Self/Peer/Group Assessment**