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EGP-410

Assignment3

For boids there are 4 new steering behaviors added to the game architecture. They are the component behaviors of the boids algorithm, cohesion, separation and alignment, and the boid steering where they are weightedly blended for each boid. Now the entities spawned are the boids whose steering is the boids steering. They are spawned five at a time so that they automatically begin to flock. The current debugging mode allows the player to change the weights.

While the new weights can be changed they can also be saved with the added DataManager class. The class mostly just has the save and load functions that read and write to a txt file within the project. As of now the only data being changed and savable are the boid weights however the DataManager functions can easily be expanded with the changeable values in game.

Last major change is the Circle collider added and the Pillar class to contain and draw them. It is a basic circle collider the check collisions with either a Box collider or another circle collider. Likewise the box collider and a check Collison that takes a circle collider as its arguments. When kinematic units collide with the pillar class it will swerve in a direction it is closest to.