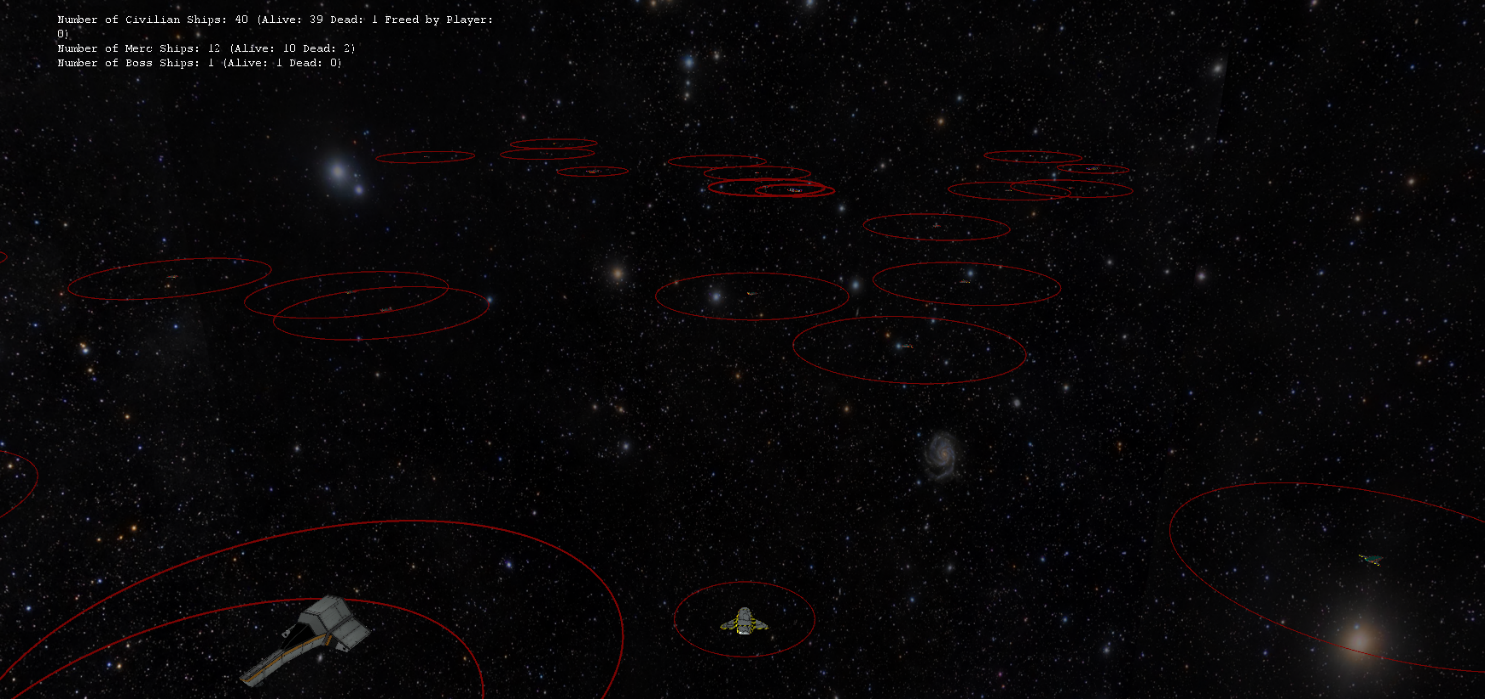
IS71027A: AI for Games

**Visualisation of steering behaviours with reactive agents**

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Overview

The project is a 3D visualisation to begin creating a framework that provides steering behaviours for agents and providing reactive agents that react to each other concurrently throughout the simulation. The reactive agents are effectively Finite State Machines which use steering behaviours to move around in the visualisation. The idea behind the project was to learn the fundamentals of State-Driven Agent Design and steering behaviours and understand how it works mathematically.

The aim of the project was to become a framework for future work with AI behaviours. It was written in C++ and OpenGL, using Andy Thomason’s Octet Framework and Bullet Physics.

Overview