Sam Assaf 6150748 COMP 476 Assignment 1

Question #1

a)
$$P_t - P_c = (6, 6) - (11, 2) = (-5, 4)$$

$$\frac{P_t - P_c}{|P_t - P_c|} = (-0.78, 0.62)$$

$$V = (-7.8, 6.2)$$

$$P_{c}^{i} = (11, 2) + (-7.8, 6.2)(0.5) = (7.1, 5.1)$$
 Update 1

$$V = (-7.7, 6.3)$$

$$\begin{array}{l} p_{\epsilon}-p_{c}=\left(1.1,0.9\right) & \frac{f_{\epsilon}-f_{c}}{1f_{\epsilon}-p_{c}}=\left(-0.77,0.63\right) & v=\left(-2.77,6.3\right) \\ p_{c}^{\prime}=\left(3.25,8.25\right) & \textit{Update } + \right) \\ \text{Based on updates 2 and 3} \\ p_{c}^{\prime}=\left(7.1,5.1\right) & \textit{Update } + \right) \\ p_{c}^{\prime}=\left(5,-4\right) & \frac{f_{c}-f_{c}}{f_{c}-f_{c}}=\left(0.78,-0.62\right) & v=\left(7.6,-6.2\right) \\ p_{c}^{\prime}=\left(9.1,-7.1\right) & \frac{f_{c}-f_{c}}{f_{c}-f_{c}}=\left(6.79,-0.62\right) & v=\left(7.9,-6.2\right) \\ p_{c}^{\prime}=\left(15.1,-1.1\right) + \left(7.9,-6.2\right)\left(0.5\right) = \left(19.05,-4.2\right) & \textit{Update } + 2 \\ p_{c}^{\prime}=\left(13.05,10.2\right) & \frac{f_{c}-f_{c}}{f_{c}-f_{c}}=\left(0.79,-0.62\right) & v=\left(7.9,-6.2\right) \\ p_{c}^{\prime}=\left(17,-13.3\right) & \frac{f_{c}-f_{c}}{f_{c}-f_{c}}=\left(0.29,-0.62\right) & v=\left(7.9,-6.2\right) \\ p_{c}^{\prime}=\left(17,-13.3\right) & \frac{f_{c}-f_{c}}{f_{c}-f_{c}}=\left(17,-13.3\right) & \frac{f_{c}-f_{c}}{f_{c}-f_{c}}=\left(17,-13.3\right) & \frac{f_{c}-f_{c}}{f_{c}-f_{c}}=\left(17,-13.3\right) & \frac{f_{c}-f_{c}}{f_{c}-f_{c}}=\left(17,$$

C)
$$P_{4}-P_{6}=(-5,4)$$
 $\vec{n}=(-0.76,062)$ $a=(-18.71,14.88)$
 $V=(0,4)+(-18.71,14.88)(0.5)=(-9.36,11.44)$
 $P'_{6}=(11,2)+(-9.36,11.44)(0.5)+(6.32,7.72)$ Update 1)

 $P_{4}-P_{6}=(-0.32,-1.72)$ $\vec{n}=(-0.18,-0.98)$ $a=(-4.32,-23.52)$
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 $\vec{n}=(-0.56,7.56)$ Update 2

 $\vec{n}=(-11.52,-0.32)$
 $\vec{n}=(-0.59,5.72)$ Update 3)

 $\vec{n}=(-1.6,-1.6)$ $\vec{n}=(-0.59,5.72)$ Update 3)

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d) In Kinematic Seek, the character moves linearly towards
the target, however the velocity is too high the character
Keeps overshooting the target and having to go back. The Character
overshoots the target yet again and goes back and forth like this
forever.

In steering Seek, the Character attempts to accelerate towards the
target but the acceleration is too high so the character has
a tendency to overshoot and the turn back towards the target
creating a spiral-like path.

a)
$$p_c = [(21,6) + (5,11) + (28,9)]/3 = (18,8.67)$$

$$V_c = [(3,1) + (3,3) + (6,5)]/3 = (4,3)$$

$$[p_{anchor} = (18,8.67) + (1)(4,3) = (22,11.67)]$$

b) Character 1:
$$\Delta p_{5i} = (22, 18) - (18, 8.67) = (4, 9.33)$$

$$P_{si} = (22, 11.67) + (4, 9.33) = (26, 21)$$

$$p'_{si} = (10, 16)$$

If killed before a) c) $p_c = (13, 13.5)$ $v_c = (3, 2)$ [Panchor = (16, 15.5)] Character 1: Apri = 100 (-11, 4.5) Psi = (5, 20) Character 2: $\Delta_{psi} = (7, -0.5)$ Psi = (9, 15) In this case the anchor would move to (16, 15.5) and Characters 1 and 2 will take slot positions (5,20) and (9,15), respectively, If Character 3 was killed before b) but after a), then nothing would change since parchar and Pc were already calculated.