Scott Gartz

IGME 202 Section 03

***Title:*** Flocking

***Description:*** A group of flockers is spawned in a group in one area. These flockers are given 10 random goals to seek and reach. Upon reaching a goal, the next goal becomes active. Flockers have alignment, cohesion, separation, as well as bounds, seeking and obstacle avoidance.

***User Responsibilities:***

There is a reset button that reloads the scene, in case something breaks, or if the scene ends.

“C” = Switches between the 2 cameras

***Known Issues:***

Flockers can get stuck on terrain occasionally, but tend to escape it after awhile.