Todd Williams IGME 202 Flocking Homework

List of User Functionality:

Press play button and watch the flocking simulation

Reasoning for Design Choices:

My final assignment is going to take place on a glacier so my environment was created using the same ice texture. The hills are just used as a border to keep everything in bounds and wall of the edge.

Requirements not completed:

The seperation code seems to the opposite of what it is supposed to and force the flockers onto the cube regardless of change in sign of the steering speed variable. This seems to be the only part of the code not working and also if you run the simulation and then stop it the Unity project crashes repeatedly and forces you to reopen it constantly. I've tried for two days to get the bug to iron out, but it seems to go deeper than simple reinstallation of the unity program so I will submit my project as is and use my last 2 late tokens for this assignment.

