Tucker Burke

IGME 202, Section 2

Assignment:

Final Project – Flocking / Path Following

Description:

Programming AI for autonomous agents. Flocking behavior with boundaries and obstacle avoidance along with solo path following via nodes. Path follower and flockers implement wandering behavior. Camera switching and target following.

User Responsibilities:

Can toggle debug mode using the "D" key. Can toggle between 4 camera angles with the "C" key.

Above and Beyond:

Not applicable to final project.

Known Issues:

As far as I could tell there were no issues. To avoid intersecting with path nodes, path follower proceeds to next node once within a detection radius of a given node. Leads to slight deviation from path, but looks much better.

Requirements not completed:

I believe I hit all the points.

Sources:

Textures used: https://3dtextures.me/2016/05/16/grass-002/
               https://3dtextures.me/2018/12/13/pebbles-007/
Models used: https://assetstore.unity.com/packages/3d/farm-animals-set-97945

Notes:

Quite pleased with overall behavior of agents. After the last couple of projects I think I really figured it out this time and feel like I learned something. I look forward to implementing some of the concepts from this course in some projects I'm putting together. I'm taking a semester off to curate my portfolio and work on some projects in hopes of lining up a co-op. Will return in the fall. Best of luck if I don't get to see you again.