

Tucker Burke

IGME 202, Section 2

Assignment:

Project 4 - Humans vs. Zombies Beta

Description:

Programming AI for autonomous agents. Zombie pursue humans, humans evade zombies while remaining separated, in bounds and avoiding obstacles. 3D models added to replace primitives.

User Responsibilities:

Can toggle debug mode using the "D" key. Can summon additional zombies using the "Z" key. There is an on-screen prompt.

Above and Beyond:

Added small interactivity. Ability to summon additional zombies on key press. Modified zombie texture coloring to try and make the zombies stand out more from the humans. Honestly, I liked how this all looked better with primitives.

Known Issues:

Obstacle avoidance not functioning as intended. I still see mobs running through trees, while some avoid or bump into / bounce off of.

Requirements not completed:

I believe I completed the requirements to the best of my ability. Avoidance isn't quite working correctly, but my pseudo comments should make sense. Perhaps I'll fix and resubmit before deadline or maybe we can meet during office hours this week so I can figure out where I went wrong.

Sources:

Zombie model – Unity Asset Store

<https://assetstore.unity.com/packages/3d/characters/humanoids/character-pack-zombie-sample-131604>

Human model – Unity Asset

Store <https://assetstore.unity.com/packages/3d/characters/humanoids/character-pack-free-sample-79870>