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IGME 202, Section 2

Assignment:

Project 3 - Humans vs. Zombies Alpha

Description:

Programming AI for autonomous agents. Zombie seek humans, humans flee zombies while remaining in bounds.

User Responsibilities:

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

Above and Beyond:

Not applicable to project 3.

Known Issues:

Occasionally, a game object will "tumble," quickly righting itself. Not intentional, but it actually looks as though the character is tripping over another. Kind of like the effect.

Requirements not completed:

My human only runs from the closest zombie and at full range. I simply thought this effect looked incredibly organic and intelligent, thanks to some careful value tweaking.

Sources:

I don't believe there were any.

Notes:

I'm really surprised how pleasing this AI looks. The need for separation is very apparent and I can't wait to implement it. It was also really entertaining seeing the variation in behavior when spawning different quantities of humans / zombies, its too bad the quantities are currently fixed in my submission. Adding sliders will be a must come the end of p-04. The zombies don't always catch all the humans, but often they do. At this point if they infect all the humans, the zombies just slowly come to a stop.