John Sellers- 202-3

Project 4 Flocking

Description:

The purpose of this project was to create a system that simulates a group of agents flocking together, toward some objective, while avoiding obstacles.

Functionality:

The flock is fully functional and they are simply seeking the “Purple Sphere of Gloriousness”. Each agent seeks towards the center with cohesion, as well as maintaining the same direction through alignment, while also avoiding colliding via separation. There is also a small black cube that shows the center of the flock. As well when in the follow cam, swap between cameras by pressing c, there is a purple line that shows the average direction of the flock.

Caveats:

Object avoidance is mostly there but appears buggy on occasion, I would appreciate critique on this possibly you can understand what is happening with the avoidance..