John Sellers- 202-3

Project 3 Zombies

Description:

The purpose of this project was to create a system with autonomous agents that could pursue, evade, wander, and avoid obstacles.

Functionality:

Frankly this project was a disappointment to my own standards. The functionality I have, pursue, evade, and infect, is poor at best. This project kicked my ass, even with the extension, I am still miles from being done. This isn’t from lack of trying either, I’ve put nearly 20 hours into this project without the extension and another 10 within the extension. I plan on coming into office hours next week to get any help I can because I couldn’t for the life of me fix issues. The models are subpar as is my work. I deeply apologize for the apparent lack of effort.

Caveats:

Missing object avoidance, debug lines are poor, and wander does not work correctly.