Project 1 IT3708

Flocking and Avoidance With Boids

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# Implementation

Written in Python with pygame.

## Classes:

* Flock (the “main” class)
* Boid (all code for boid behavior)
* Predator (inherits from Boid)
* Obstacle
* Gfx (takes care of graphics and user interaction)
* ObjectCollection (has references to all the boids, predators and obstacles instances in the system)

TODO: write more

## How forces are calculated

### Separation

TODO

### Alignment

TODO

### Cohesion

TODO

### Obstacle avoidance

TODO

### Fleeing from predators

TODO

# Description of emergent behavior

TODO