**This lab is worth 2% of your final AI4G grade.**

**Due date October 12th 13:00**

**Lab 3**

This lab should build on your work from the previous labs. Implement a simple demo where the player controls a character with the four **arrow keys**. Up/Down control the speed of the character, and left/right perform a turning motion. The game world should be wrap around.

You will have five alien ships utilising **dynamic steering behaviours** as follows:

* One alien will use a **Wander** behaviour.
* One alien will use a **Seek** behaviour to follow the player around.
* Two aliens will use an **Arrive** behaviour to follow the player around. They should use different max speeds.
* One alien will use a **Pursue** behaviour to follow the player around.

All NPCs are to implement collision avoidance using a cone of vision with repulsion steering.

You might add a text box to each alien ship indicating what behaviour they are implementing.

