**Corinne Green**

**IGME 202 Section 5**

**Final Project Documentation**

**Description of World:**

The setting of the world is on the grounds of Hogwarts in the Harry Potter world. The main characters are Harry, Ron, and Hermione. Harry is the leader and Hermione and Ron follow him as he makes his way around the grounds, avoiding the Monstrous Book of Monsters.

**Steering Behaviors:**

**Flocking:**

Ron and Hermione flock and follow Harry, the leader of the group of friends.

**Path Following:**

Each jelly bean is a node in the path; Harry and his friends begin at the start of the path and make their way around the map until they have reached the end of the path.

**Leader Following:**

Hermione and Ron are following Harry, the leader of his group of friends.

**Characters’ response to other characters:**

Harry and his friends flee the Monstrous Book of Monsters and “ignore” each other. Errr, they don’t flee each other. Hermione and Ron seek Harry and Harry “ignores” them.

**Resources used to guide steering algorithms:**

Class slideshows, Nature of Code, Game Development Tutorials (<https://gamedevelopment.tutsplus.com/tutorials/understanding-steering-behaviors-path-following--gamedev-8769>).

**World Exploration:**

Press the ‘C’ key to toggle between camera views. The camera views are:

* Camera 1: Cinematic camera view; this shows a brief 20 second cinematic view of the map then immediately transitions to Camera 2. Camera 1 **ONLY** plays upon the loading of the scene and can’t be toggled back to.
* Camera 2: Camera follow Hermione and Ron as they flock and leader follow Harry; this camera view is immediately transitioned to after the cinematic opening.
* Camera 3: Overhead view of the world

**Other notes:**

Although all the models were downloaded from models-resource, none of them were rigged properly for animations aside from this weird jumping move so I rigged and animated Ron, Harry, and Hermione myself.

[Known Bugs]

Sometimes Hermione or Ron will get in Harry’s way, preventing him from moving. Most times Harry is able to get away from them, but if he isn’t, I suggest exiting and reopening the application. (Or wait until the Monstrous Book of Monsters makes them all flee in different directions).

**Asset Resources:**

All models were taken from The Models Resource:

Harry Potter and the Prisoner of Azkaban

<https://www.models-resource.com/pc_computer/harrypottertheprisonerofazkaban/>

Harry Potter and the Philosopher’s Stone

<https://www.models-resource.com/pc_computer/harrypotterthephilosophersstone/>

Music from *Harry Potter and the Prisoner of Azkaban OST* by Jeremy Soule