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IGME 202, Section 2

**Assignment:** Humans vs Zombies

**Description:**

This project simulates the classic battle of Humans vs Zombies using Autonomous Agents that use steering behaviors described by Craig Reynolds. Steering behaviors implemented include Seek, Flee, Pursue, Evade, Wander, Obstacle Avoidance, Boundary Checking, and Separation.

**User Responsibilities:**

* Click and drag on the main screen to rotate the camera around the main simulation zone.
* Click the debug toggle in the upper left to toggle debug lines.
* Click any button on the bottom right to add a new actor to the simulation.
* Click the Regenerate button generate a new simulation.
* Click the “Enter Simulation” button to take control of a human and try to survive.
  + Control this human with WASD or the arrow keys.
  + You’ll exit this mode when captured or when you click the “Exit Simulation” button.

**Above and Beyond:**

* Well-designed park level.
* Ability to rotate camera around the world to inspect the simulation from different angles.
* Ability to regenerate the simulation.
* Ability to add humans, zombies, and obstacles on command.
* Humans and zombies use Mecanim animations.
* **Ability to enter the simulation by taking control of a human and manually avoiding zombies.**
  + This third person controller was written from scratch, extends the Vehicle class, and is driven primarily by Steering forces.
  + Idle and jog animations are implemented with Mecanim.

**Sources:**

* *Nature Starter Kit 2* - Shapes, Unity Asset Store
* *Man in a Suit* - Studio New Punch, Unity Asset Store
* *Zombie* - Pxltiger, Unity Asset Store
* *Raw Mocap Data for Unity* - Unity Technologies, Unity Asset Store
* *MontserratAlternates font -* Julieta Ulanovsky, fontsquirrel
* *Ambient Sample Pack -* Electrodynamics, Unity Asset Store