Unity World

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Section 2

**Description of World:**

Outdoor, fantasy environment, in the vein of *Skyrim*. This is nature-packed world with rivers, mountains, and trees.

**World Exploration:**

How will a user explore your world? How many cameras are there and which views will they display?

The more cameras you include and the easier I can see your world, the better!

**Steering Behavior Descriptions**

Flocking:

There will be several groups of birds flocking throughout the environment. \_\_TODO\_\_

Describe which population are your flockers, and how they are continually moving throughout the world.

Path Following:

Citizens of the kingdom will be following a path to forage food, return home, and repeat. \_\_TODO\_\_

Describe which population are your path followers. Where are they going? Why did you design your

path the way you did?

Flow Field Following:

Fish in a river will be flow field followers. \_\_TODO\_\_

Describe which population are your flow field followers. Include a short explanation of how your flow field vectors were calculated.

Area(s) of Resistance:

Where are your areas of resistance? Which of your populations are moving through this area? What is

the effect on that population?

**Resources**

Resources used to guide steering algorithms:

Which resources did you use to guide you as you coded these behaviors? How close are your algorithms

to the way that resource described the process?

**Asset Resources:**

List all resources for your models, textures, sound clips, etc. even if you made them yourself.

**Other**

Anything you need me to know about your project