

Dexter Delandro

IGME 202-03

Project 4 - HVZ

Description: This project is about two different characters, Humans and Zombies (in this version they are males and females respectively). Men will run away from the nearest woman if they are close enough to be a threat. Women will run towards the nearest man in hopes of catching them. If they do catch the man, the man is turned into a woman. Both men and women are bound by the play area. There are also metal poles in the ground that both men and women will avoid. Once all the men have been caught, the women will walk around the world freely, knowing they achieved world control. There are also debug lines showing each man and woman's forward vector, right vector, and their closest target. There are also spheres that are placed to show their future positions. These debug lines/spheres can be toggled by pressing 'D'.

User Responsibilities: The user should press 'D' to toggle the debug lines/spheres.

Above and Beyond: I didn't have time to implement an Above and Beyond for this project.

Known Issues: When the man turns into a woman while the debug lines are active, the man's future position sphere will stay in-place and visible. The simulations also looked a lot cleaner/better when I used primitive objects such as spheres and cubes as the humans/zombies instead of the models.

Requirements Not Completed: There are no requirements that I didn't complete.

Sources: -Character Models: The author is "Rezult Studios" Link:

<https://assetstore.unity.com/packages/3d/characters/humanoids/rcp-caucaisan-character-models-8>