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IMGE 202, Section 4

Assignment:

HvZ

Description:

This project is a simulation of HvZ using steering behaviors to create autonomous agents that think for themselves about where to go based solely information in the environment.

User Responsibilities:

The user can’t directly influence or control the movement of the models but here are a few things that the user can do:

* Press C to cycle through cameras
* Press D to turn the debug lines on/off
* Press H to add more humans to the scene
* Hold S and press to the left and right arrow keys to decrement/increment seeking weight
* Hold F and press to the left and right arrow keys to decrement/increment fleeing weight
* In First Person only, clicking on an agent will kill them

Above and Beyond:

* Ability to add more humans to the scene
* Incrementing and decrementing the seek and flee weights
* In First Person only, clicking on an agent will kill them (except I always leave one zombie alive because they're awesome and deserve at least that)

Known Issues:

* The obstacle avoidance works most of the time but the models arms/hands (especially the human) sometimes go through the obstacles.
* The models have that wobbly look to them
* For some reason, you're able to rotate the first camera

Assets and Where to Find Them:

Human: "Unity-chan!" - https://www.assetstore.unity3d.com/en/#!/content/18705

Zombie: Zombie - https://www.assetstore.unity3d.com/en/#!/content/30232

Obstacles: City Props Pack - https://www.assetstore.unity3d.com/en/#!/content/47386

Notes:

You’ll seek in my scripts that I have hard-coded radii. How I achieved this was by using the character controller to approximate the closest radius possible for each prefab. I set the character controller back to a smaller radius after so that the collision detection would work better.