Pocket Hogs

Finite State Machine

Uses a cone in a given range to check if there is food or a player in front of the hog.

Wandering

This is the default state. The hog wanders around aimlessly (we can add avoidance to other objects later) so long as there are no triggers near it.

Go to Food

If we see food, we go to it.

Eat Food

Once at food, hog stops until food is gone. This state should wear down the food’s “health”

Fleeing

If the hog sees a player, it tries to flee.

Player

Have up to 6 hogs

Can release the hogs

Walk around via wasd

Trade with each other

Throw food, distract hedgehog, come up behind it

Trading

Sprint Log

Sprint 1: 3/28/21-4/3/21

* Added Server and Client (that talk to each other while on local host)