## Project 3 HvZ

## \*\* Documentation \*\*

Spawns Zombies and Humans randomly as green and yellow cubes respectively. Zombies seek nearest human and humans flee if they are within the range of zombie hence try to avoid danger. If zombie catches human, they are deactivated (removed from the scene).

\*\*\*\*\* Sources used \*\*\*\*\*
Post Processing Unity Package