Spike: Task 10

Title: Tactical Steering

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# Goals / Deliverables

* A hunter-prey simulation involving multiple agents, with the prey hiding behind obstacles to evade the hunter. The simulation must:
  + Include objects (simple circles) for the prey to hide behind.
  + Distinguish between the hunter and prey’s appearance and abilities.
  + Indicate suitable hiding spots with an “x” or similar.
  + Prey agents must pick a good hiding spot using tactical evaluation.
* Instructions on how to operate the code in the spike report.

# Technologies, Tools, and Resources Used

* Command prompt (for executing and testing the code)
* SublimeText (for editing code)
* Learning materials on Canvas (for instructions and sample code)

# Tasks Undertaken

* I copied the Autonomous Steering project from task 9 into the task 10 folder.

# Code Snippets

# Instructions for Operating the Code

# What I Found Out

# Extension Considerations