Spike: Task 11

Title: Emergent Group Behaviour

Author: Sam Huffer, 101633177

# Goals / Deliverables

* A group agent steering behaviour simulation that can demonstrate several modes of emergent group behaviour. It must:
  + Include cohesion, separation and alignment steering behaviours.
  + Include basic wandering behaviours.
  + Use weighted sum to combine all steering behaviours.
  + Support the adjustment of parameters for steering forces while the code is running.
* As extensions, consider and demonstrate:
  + What happens when agents can’t overlap and how does this affect the parameter settings discovered earlier in this task?
  + Adding a predator that other agents avoid.
  + Adding walls for agents to avoid, which will necessitate implementing feelers or another wall avoidance method. Consider what properties are needed to get agents circling around the game space.
  + Create different agent group types and investigate the behaviours that emerge between those groups.

# 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

# Code Snippets

# Instructions for Operating the Code

# In-Game Screenshot

# What I Found Out