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General Logic of behaviour.cs:

```
void Kinematic {
    if (speed < 3) {
        if -> check lower limit
            rotate toward/away
            speed = 3
        else if -> check upper limit
            speed = 0
            rotate toward/away then speed = 3
    }
    else {
        if -> in field of view
            rotate toward/away
        else
            speed = 0
    }

    translate forward
}

void steering {
    if -> speed > max speed
        normalize speed then multiply by max speed
    else if -> speed < max speed
        if -> lower limit
            rotate toward/away
            accelerate
        else if -> upper limit
            speed = 0
            rotate toward/away then accelerate
    else
        if in field of vision
            rotate and accelerate
        else
            speed = 0
            velocity = 0

    translate forward
}
```

```

wander {

chose a random point on the map
look at it
then translate forward
}

find target {
    distPos = upper limit
    loop till no new target {
        check potential target
        if distance target < distPos
            new target acquired
    }

    if -> distPos == upper limit
        wander
}

```

logic for selector

when game starts selects an NPC at random and change tag to it.

```

updates () {
    if 1 NPC remaining
        save it locally

    if 0 NPC
        set all objects to NPC
        then use game object that was save locally and set it as IT in the tag
}

```

keys worth mentioning

Q -> changes from kinematic to steering and vice versa

other notes

by default the game starts in kinematic
switching from kinematic and steering can only occur after 250 frames

bugs

sometimes after "IT" collides with an Unfrozen NPC it just pushes it