Joseph Moore
Final Project
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Hungry Boids

For my final I decided to make a game. I got the idea in the last day of class, we were doing Box2d and Charlie mocked up a quick version of Angry Birds. I thought of the flocking examples we had done some weeks before and got the idea for a similar game where instead of launching projectiles you send a flock of boids after a cityscape to knock it down. After Building this mechanism, I realized it was too easy to do and not a good challenge. However, building something up was a tougher feat. So I tweaked the gameplay to automate the “bait”, which determines the center point the boids flock to, to launch automatically and the goal of the game is to build a certain number of structures before the boids knock them down.

I used nearly my entire arsenal of Algorithmic Animation knowhow to make this project come to life. Besides the basics like integrating images, sound, and simple animations with timing effects, I also used sine wav motion to animate the helicopter, the extensive knowledge I have of emulating physics in a 2D space allowed me to manipulate and extend the Box2D objects to new classes that suited my purposes better. I have tried to use Box2D in the past but just didn’t understand enough of what was going on to do much that was outside how it runs right out of the box. But for this project, I was able to get under the hood and integrate Box2d mechanics into the flocking script we learned in class and make the boids able to interact with the rest of the world.

Most importantly, I learned to make something worth making. Charlie went out of his way all semester to show us and encourage us to not just make some example of the thing we were learning, but to care about and try and create something decent that was worth creating in its own right but made possible with the skills we were learning. This project satisfies that goal wildly for me. I plan to work on it further possibly even developing it as an iOS app. I think the game has potential and I never would have thought of it or been able to bring it to life if I hadn't gained the knowledge of particles, collisions, animation, and general interaction available through Open Frameworks, learned this semester in algo.