I made a bit more progress on the ecosystem, but I also introduced some new bugs and unpolished additions. The first is that I implemented a sitting and “eating” mechanism for the bear. Thankfully, the bear asset included a sitting animation, so it was not too difficult to get that part to work. The only trouble I had with that part was forgetting to set the running animation to false when the bear stopped moving, but that was an easy fix. It also took me longer than it probably should have to make sure that the bear first arrives, sits and “eats” for a few seconds, and then the beehive disappears, and the bear continues to seek other hives. The likely flawed, but functional method I went with included coroutines and trigger colliders. After that, I shifted to beginning to implement the bee swarm behaviors when the bear gets near the hives. I started by just using our Seek method to get the bees to chase the bear in the first place. I have a feeling there may be a better method to use, but I will have to think about that. There were slight changes I had to make so that it would fit what I wanted, such as changing the speed and mass of the bee and using the distance between the bee and the bear to determine whether the bee chases the bear or not, similarly to how we have done during class. Finally, I implemented some kind of damage system. I have a class for Bear and a class for Bee that each hold their health and a Die method. The bee also has a Sting method, and the bear has a TakeDamage method. What happens so far is that whenever their trigger colliders touch, the bee stings the bear. The bee then takes damage and dies, since its health is set to 1. This is to simulate how bees die when they sting. The bear then takes between 5 and 15 damage. I currently have the bear’s health at 300, so it should live for a while, if not outlive all the bees. If the bear does die, it will give an error because the Swarm method will still be running, but it will be trying to attack a nonexistent bear, so that is something I have to fix. I hope to fix these issues and continue to focus on the bears and bees because I saw some good ideas in the midterm feedback, and I hope to try to implement some of those if I am able to.