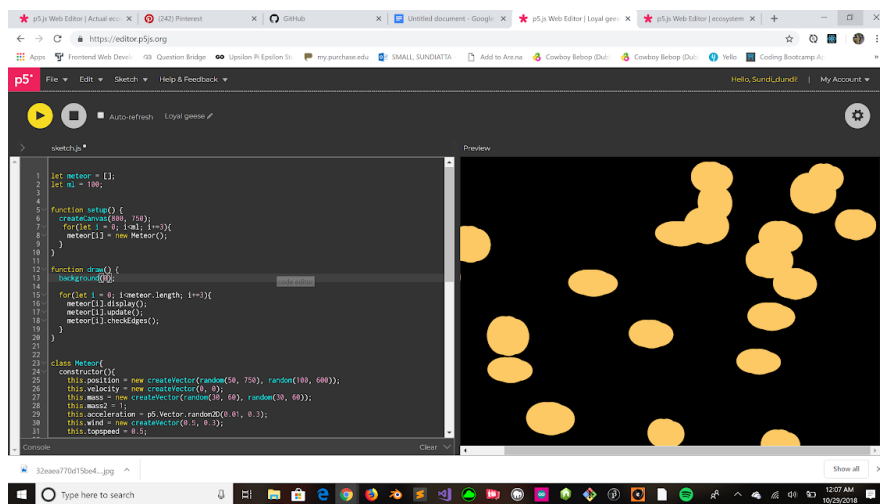


“Find The Fuel”

Sundiatta Small

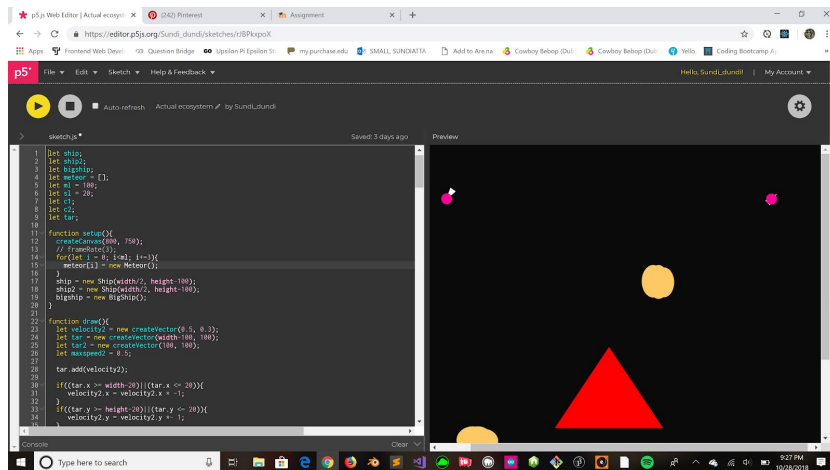
For this assignment I developed the beginnings of an artificial ecosystem in which two ships were tasked with finding and moving towards their own separate pieces of fuel that was floating around in this environment, all the while dodged the asteroids in its path. The main issue I had when developing this project had to do with learning about autonomous agents and figuring out how to implement them into my project. Even though I was able to get it to work, I feel like I’ve only been able to scratch the surface, I used only the basics of what I was able to understand, which was still rather difficult. I also found it a little difficult trying to figure out how I wanted to make the asteroids all come in, and move throughout the screen, all of them different sizes, moving in different directions. I found the answer was pretty simple, just using a for loop, and randomizing the “mass” inside of the asteroid class. I honestly still am not entirely sure why it worked, especially because that same solution wasn’t able to work for my ships, so I had to choose another option in order to make the ships work. It might have been I was using a triangle, or in this case vertexes, and rotation when building the ships but I’m not entirely sure. I’ll see if there’s anything else I can do to find a way to have more control over the ships in the future.

1)



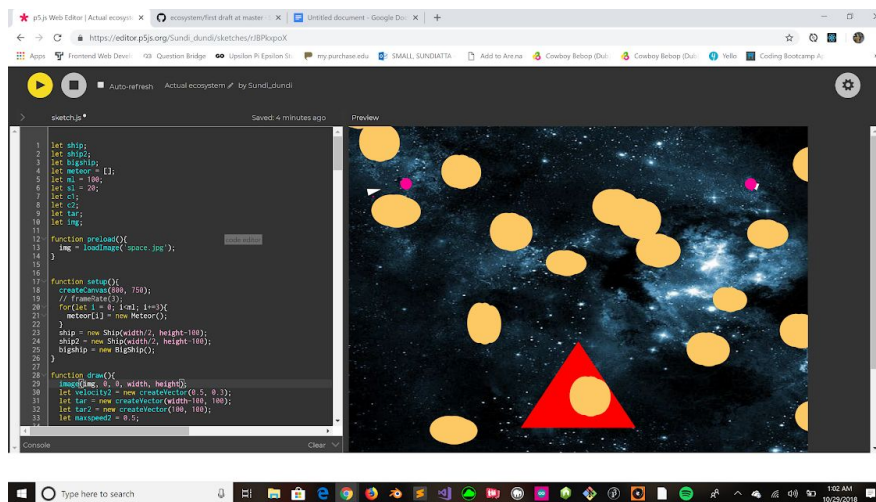
I focused first on getting the asteroids moving around the screen.

2)



At this point I was able to incorporate the autonomous agent code.

3)



The final piece.

https://editor.p5js.org/Sundi_dundi/full/rJBpkxpOx

Sources:

- Nature Of code