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IGME.202.01

Assignment:

Humans vs. Zombies

Description:

The goal of this project is to demonstrate the usage of steering forces within autonomous agents to simulate the zombie apocalypse. Zombies pursue humans while humans evade zombies. Both use forces to wander when they don’t have a target, and to always keep separate from objects of the same class or to avoid the trees that serve as obstacles.

User Responsibilities:

Just observe! As the user, you can press the “H” and “Z” keys to spawn humans and zombies respectively. You can press the “D” key to toggle the debug lines between the objects. The “Escape” key will close the application Lastly, you can press the “C” key to change your perspective of the scene.

Above and Beyond:

I made it so that the user can spawn humans and zombies at will, as well as change camera angles to view the scene from different perspectives.

Known Issues:

* Sometimes when a zombie converts a human, it produces an “Index out of Bounds” Exception. It doesn’t break anything though so I didn’t bother trying to figure out how to fix it.
* There is something weird about the Wandering code, I think it works but the numbers might be off a little bit because it isn’t always obvious that an object is wandering.
* The zombies don’t slow down after all the humans are gone, I couldn’t find a clean solution to make them slow down to a normal wandering speed.

Notes:

Nothing really. Happy Thanksgiving!