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IGME 202, Section 1

Assignment:

Flocking

Description:

This project simulates the steering behaviors implemented in flocking, including separation, cohesion, and alignment.

User Responsibilities:

The user only needs to observe, but can press the “C” key to switch between the two different camera perspectives provided.

Above and Beyond:

Not Required.

Known Issues:

* The camera following the center of the flock was acting a little weird, like it wouldn’t align right or position correctly. I think I may have fixed that though, so it might only happen occasionally.

Notes:

* None