

ASSIGNMENT 4: ACTION NEIGHBORS AND MOVEMENT

Rodrigo Brust Santos

Introduction

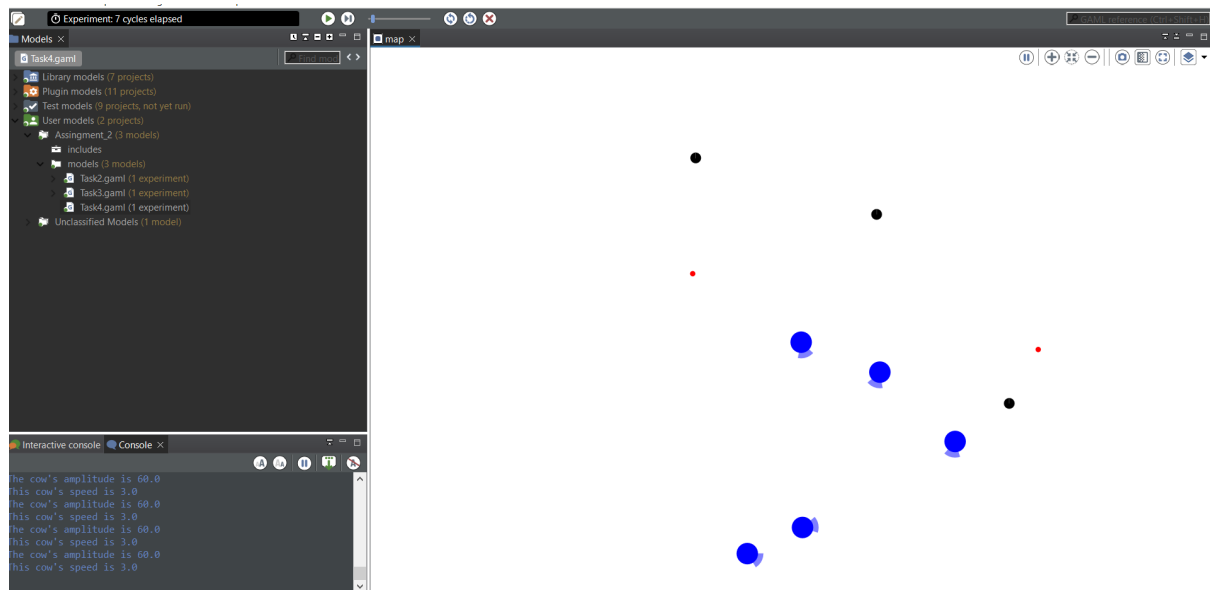
This week's assignment objective is to create several species with different colors, besides showing the moving direction.

Methodology

In order to develop the code, three species were created: 5 blue cows, 3 black sheep and 2 red goats. Each species has 2 reflexes: moving and updating the action area - that has the goal to show the possible moving directions. Every species has its own variable for speed value.

Results

The results were achieved successfully. Cows, sheep and goats all have their colors, velocity and movement according to the rules.



Discussion

The learning curve for this week was very sharp. Developing this code was smoother and easier than the previous weeks. This shows how it is possible to absorb GAML's logic with time and practice.

The most challenging step for this assignment was creating the action area for the species and also restricting their movement according to what was asked. However, after understanding how to set the parameters, it was easier to create the restrictions.