**Research Project Proposal:**

I will be implementing flocking. I hope to achieve a simple demonstration in 3D with more than 200 boids.

The demonstration will be simple and consists of slider bars for various attributes that can changed to modify the various properties of the flocking.

I don't think many games will benefit from this research as this is not a new research and has been done many times. I wanted an easier project to do and couldn't think of anything else.