**Project 5 – Flocking and Path Following**

**Description**

Project 5 is an implementation of flocking algorithms, including separation, cohesion, and alignment, and of a path following algorithm.

**Functionality**

The user can press C to change cameras and D to toggle debug lines.

**Sources**

Textures

<https://www.dreamstime.com/stock-image-dark-rock-texture-image4936651>

<http://spiralgraphics.biz/packs/terrain_rocky/index.htm?20>

**Notes**

The flockers are randomly generated throughout the terrain. Very rarely, a flocker will spawn close enough to the edge that my implementation of staying in bounds will cause it to run *away* from the scene, and cause the flocking to break because of this. I believe I have fixed the issue but because it happens so rarely it is hard to test. If this does happen, just restart the project and it should work.

Also, my flock following cameras do follow properly, however they “live” at the origin and only run smooth follow when you are actually viewing through the camera. This means that the camera “travels to” the point where it needs to be every time you switch to it.