**Team 7, Project 2 – Instructions for Use**

**How to Start**

To begin, run the executable file. The A\* and Flocking demonstrations run simultaneously.

**A\***

The A\* demonstration starts waiting for user input as soon as the executable starts running. While in the isometric camera view, click on a point on the environment, and the path follower will use A\* path following to navigate to the nearest point on the graph.

**Flocking**

Flocking begins immediately on startup. The flockers move back and forth between the bridge connecting the large island and the small island with the houses. Press 1, 2, and 3 to toggle separation, cohesion, and alignment, respectively.

**Bottleneck Issues and Resolution**

Initially we had trouble having agents have the correct height when moving across bridges. The problem was that we were just using the terrain height method to set the height during bottlenecking, but the agents kept going in the river below because the bridge is not part of the terrain. We solved this by just arbitrarily setting their heights to the bridge’s height during bottlenecking.