

Bug Report

Bug Identifier: Timed-Crash_Bug

Group Name: WASP

Members:

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Bug Outline:

Our program is designed to demonstrate the seek and repel steering behaviours (which uses the flee behaviour), but the program cannot run for more than a few minutes without crashing.

Expected output:

Allows the player to fly around while the other boids flock around them.

Current output:

You can move around like normal and everything functions properly, except the program crashes after running for a few minutes.