What is it?  
‘Tribe Simulator’ is a project I have independently worked on to assess my skills and knowledge in artificial and automated behaviour. Inside this simulation, a number of characters are instantiated in a scene and are assigned to one of two tribes. Both tribes have been tasked to survive as long as possible and try to do the opposite for the opposing tribe. To do this, tribe members are assigned with a task (e.g. gathering a resource or manufacturing tools) which can change throughout the simulation to fit the tribe’s greater needs. This simulation is created using Unity and C#.

What did I do?  
I approached this project by first documenting the final goal it had, and based upon that I created a class scheme describing how the program should work. One of the goals I had was that a future user should be capable of easily implementing a new behaviour in the game without having to implement commonly used functionalities (e.g. pathfinding, or the capability to find a desired object). To do this I have created a behaviour which contains the various tasks every character should be able to complete, and later added behaviours and objects which specified the tasks.

[Click here for the sourcecode highlights!](https://github.com/willem88836/Portfolio_Willem_Meijer/tree/master/Tribe_Simulator)