

Practical Session 6: Flocking

Your task for this week is to complete a graphical flocking algorithm. A framework has been provided for you, so you only need to complete some function stubs. The framework is available from

<http://www.wosgamers.co.uk/wiki/dsteach/GameAI>

Upon compiling and running this example using Visual Studio (code should be cross-platform compatible) you should see a collection of boids displayed using OpenGL and GLUT/freeGLUT using `GL_POINTS`.

The project includes the following files:

- vector2f.h/.cpp - These files contain a simple vector class that will be used for positional and directional data of the boids.
- main.cpp - This file contains the main program that creates a new flock containing 200 boids, and then continues to tick and render this flock in the game loop
- boids.h/.cpp - These files contain an incomplete flocking implementation, which you must complete. Examine the code and complete the three steering behaviours covered during the lecture, indicated by 'TODO' comments.