Bucket O’Fishies

A simulation of schooling and predator-prey interactions
Objectives

- Create an interaction simulation
  - With fish (what else)
- Demonstrate predictor-prey interactions
- Randomized and path based movement
- Relative position recognition
- Object oriented (fish)
Interactive World

• User interaction is required to start program...

okay is a start button.
Predator-Prey

- **Predator**
  - Large blue fish travels in straighter path then prey

- **Prey**
  - Agile, able to avoid predator, sometimes
Randomized-Path Movement

• **Left**
  - random leader movement

• **Right**
  - Occasionally follow
  - Bum movement
Relative Position

- Returning the relative direction of the current leader
- Based on “side project” soccer game...
Objective Fishies

- Fish are programmed to be individual
- Each one is capable of being the leader
- Bluefish target respective to follower sprite
GO.