These questions relate to lecture material and aim to highlight the most important concepts. We will cover questions similar to these for our final.

1. Suppose we have a character running a seek behavior as described in class. If maxSpeed = 10, the character's current position is (2,3,6) and its desired position is (0,0,0), what is its desired velocity?

2. Suppose we wish for a character to run towards the same target as in Q1 but also flee a given target at position (1,3,1). How might the two behaviors be combined together? What would the resulting desired velocity be?

3. Suppose we have a group of agents who we want to chase a target. Describe a steering behavior which would accomplish this.