

Collaborative Diffusion



1. Assign a "Scent" value to Pacman by adding the following rule to the bottom of your Pacman rules:

If	Then Set <input type="text" value="s"/> to <input type="text" value="1000"/>
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2. Program Pacman's "Scent" to diffuse through the floor & pellets in your game.

Add the rule below to your floor AND pellet behavior. The text in the action should read Set s to

If	Then Set <input type="text" value="s"/> to <input type="text" value="0.25 * (s[left] + s[right] + s[up] + s"/>
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The formula is cut off in this screen shot. Be sure to enter the complete formula:

0.25*(s[up]+s[down]+s[left]+s[right])