

# Behaviour Programming

Welcome to behaviour programming



- This collection will include behaviour for game NPC/Bullet/Missile/etc behaviour frequently asked by students.
- To simplify the demonstrative effort, [Processing](#) (Based on JAVA) will be used to demonstrate the implementation.

## Pre-requisite:

1. Basic maths knowledge [Revision of Junior/High school maths](#)
2. Programming in [Processing](#) or equivalent programming used

## Objectives:

1. Learn to programme object to move in simple desirable way

## Descriptions: