

# WalkEd

<http://walked.edwardpultar.com>

## README

This README file contains the following sections:

1. Team information
2. Project purpose / description.
3. Minimum requirements
4. Project directory structure
5. Special instructions

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### 1. Team information

Edward Pultar  
Stuart Wilde  
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### 2. Project description:

WalkEd is an agent-based system for modeling pedestrian movements within an urban environment. It digs deeply within sociological and geographical publications for effective models of human walking behavior.

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### 3. Minimum requirements:

PC: Pentium III or above, 1Ghz recommended. WinXP/2000, OpenGL.

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### 4. Project directory structure:

There are two main directories: FEAR and Quake2. The FEAR directory contains the FEAR source code, XML, and other FEAR files. When compiled FEAR creates a .dll file that is used by Quake2 which is located in the Quake2 directory. To start a simulation the Quake2 server must be run with the FEAR layer and then a FEAR client may connect as needed to create and view a simulation.

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### 5. Special instructions:

The system will run most efficiently with one system set aside as the server and then a different system can connect as a client for visualization and observation.