1. What are some differences between steering behaviors and kinematic-based movement algorithms?
2. In almost all steering behaviors, why does the velocity of character AIs need to be clipped?
3. What is velocity matching useful for?
4. Briefly describe how the Pursue behavior works.
5. The figure below shows how a random target position is specified within an invisible circle placed a certain distance in front of the AI character, to implement a wander behavior.

   ![Diagram](image)

   What are the effects of
   (i) using a larger or smaller circle?
   (ii) placing the circle farther or nearer to the AI?

6. Elaborate on the differences between kinematic Arrive and steering (dynamic) Arrive.
7. Among the three steering behaviors of the Boids flocking algorithm (separation, alignment, cohesion), is there any particular order of importance that should be observed when implementing the behaviors together? Give an explanation to your answer.
8. What is the difference between weighted-based and priority-based behavior blending?
9. Using a game scenario of your choice, discuss the order of priority of the following collection of AI movement behaviors that will be implemented for a single AI character? Assume that you have to make use of all the behaviours listed below.
   - Collision avoidance
   - Pursue
   - Wander
   - Evade