

Bicycle Man will be an investigation into the bio-mechanics of riding a bike. The inspiration for this project came from Sarah Hoovey's Workout Guy and Matthew Piper's RunningGuy. The goal for Bicycle Man will be to take the blobby man from these previous projects and make him ride a bike. The bicycle will move by a predetermined velocity. The movement and speed of the blobby man will be using bio-mechanics.

This investigation will be done using VPython. As I am a beginning programmer I do not plan to write most of the code myself. I will borrow code from the projects I previously mentioned and modify it to work for my project. I may also borrow some code from Emily Echevarria's HorseWalk to be able to make the blobby man and the bicycle move together like her horse and blobby man move together. While I borrow code for the blobby man I will be building my own bicycle based off of research done into the shapes of bicycles.

The main goal of this project is to get blobby man riding a bike in a straight line. If time permits I would like to add more features. The first modification I would make would be to have the blobby man ride on an oval track instead of in a straight line. Another modification after the circular track is achieved would be to add more blobby men onto the track. They may only be different colors or sizes. They may also move at different speeds. All of these additions are time-dependent and may not happen.