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Assignment 2

      The architecture of the program is simple. The FlockSteering acts as all the other steering algorithms with a few exceptions. The first is that it has getters and setters for all of the values implemented in the class, these are used for loading and saving to the file. The second is that it has three sub steering algorithms for align, separation, and cohesion. All of these take in a map of units, then will perform their algorithms to figure out what direction to move in, this is returned in a vector2D. The only class that knows of these three is the flock steering class.

      The saving and loading works simply, the message is passed a list of flock steering components, then will get any values from the getters for the saving and will edit any values from the setters to load from the file. Having all of this be in one message allows for less coupling and cleaner code. The file system will save and load to one file, putting default values in a new document if no valid text file is detected.