



Swarm Simulation params:

```
MapSize = 20  
NumOfAgents = 10-20  
dt = 0.1  
Range = 3  
Range2FS = 3  
FoV_Angle =  $\pi/2$   
MaxVel = 3  
MinVel = 1.2
```

Bat simulation params:

```
SampleTime = 0.0005  
BatBeamWidth (is it the same as FoV_Angle?)  
MaxAccel = 4  
NominalVelocity = 3  
MaxVelocity = 2
```