How to my work is structured and how to test it:
I have 1 scene for task 1, 2 and 4.

Task 3 have 3 scenes.

They are all numbered (x) where x is the task number, for task 3 there is (3), (3.1) and (3.2).
3 and (3.2) don't spawn any agents, instead they show with the help of DrawGizmo that I find
paths. 3 and 3.1 uses the normal A* algorithm while 3.2 uses Jump point search.

For most of the scenes you can change the amount of agents spawned the size of the plane is
dynamic etc.

I did not have time to finish all parts of all tasks, and unfortunately not fix scene 1 either. Hope
its still enough to get some points :)