Entry Task:

Date: \_\_\_\_5/13/2024\_\_\_\_\_\_\_\_\_\_\_\_\_

You can use A\* pathfinding to get enemies to avoid obstacles and also finds a viable path to the target.

Date: \_\_\_\_5/14/2024\_\_\_\_\_\_\_\_\_\_\_\_\_

Date: \_\_\_\_5/15/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Date: \_\_\_\_5/16/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Date: \_\_\_\_5/17/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_