Testing NEA

For this iteration of testing, I found that I am calling np.sqrt twice so instead I made it into a variable and used that value instead this cut down the run time of that particular function from 0.0004213260000000063 to 0.0003472849999999861 while this seems like a small difference once more shapes start to get put into the image and more rays calculated this change could improve efficiency by possibly even a second. This is a 17% speed improvement. However, this test showed a problem with the test ability of the program as code had to be copied out to be tested.