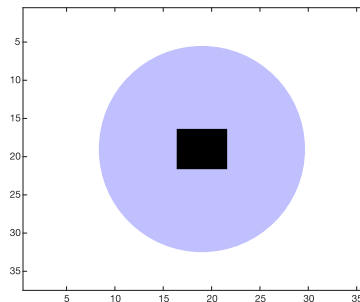Important coefficient: This coefficient controls how big the potential field is around the obstacles

`16*distance_transform_edt(255-world_obstacles)`

coefficient ↑ ⟶ potential field expansion ↓ (it shrinks)
(potential field closer to the obstacles)

coefficient ↓ ⟶ potential field expansion ↑ (it expands)
(potential field further away from to the obstacles)