Behavior Evaluation

Some things I ended up having to change is:

* Implementing A\* for an 8-way graph required more than expected time and research.
* Implemented quad tree because I was interested in the performance improvement that it would make.
  + Ended up improving performance by approx. 6 times (very informal test).
  + Quad tree was a major challenge to implement and refine.
* Added boid count selection menu for flocking to make it easier to test the performance.
* Added warning to boid count selection menu because it is difficult to fix if you select too many because it slows down the computer.
* The steering behavior could be more refined (have more behaviors or react to more things).