**Bloodhounds**

* The only AI in this game will be the bloodhounds.
* Bloodhounds should always die with one card, no matter how weak the card
* The point of the bloodhounds is to force players into the center of the map
  + Bloodhounds come into the game after a certain amount of time has occured (3 minutes, considering a match will be around 15 minutes on average)
  + The hounds first spawn at the very outskirts of the map, there should be one hound per player alive.
  + As time goes on (roughly halfway through an average game), the hounds spawn more frequently (and can travel closer to the center of the map than they did previously.
    - After every minute past the average halfway point of the game, more hounds should spawn for every player still alive.
    - The hounds should spawn based on the equation:
      * numToSpawn = numSpawnedOnLastIteration2 + 25 for numSpawnedOnLastIteration > 0
      * Otherwise, numToSpawn = numPlayersAlive
  + The area that the hounds can travel to continues to grow as the game goes on. See picture at bottom for base reference of zones
    - Every minute, the hounds can travel to the next zone
    - Each zone is 25% closer to the center zone
  + The bloodhounds will never be able to enter the center circle of the map, but eventually, they can encroach everywhere on the map surrounding the inner circle
* Bloodhounds will use a simple pathfinding algorithm to find the nearest player alive
  + If a player is not in the zone that a bloodhound can go to at that point in the game, the bloodhound should not consider that player when figuring out which player to attack
    - If there is no player in a zone for a hound to attack, the hound should find the closest player in general and go towards him, never crossing the boundary of the zone though.
  + Upon finding the player, the bloodhound will attack the player with a basic melee attack that does 5 damage every second when it is within 1 meter of the player.

