S - is the separation percentage (How much they try to stay away from the other boids)
    Increasing this increases the amount the boids want to seperate
C - is the cohesion percentage (How likely they are the flock together)
    Increasing this increases the amount the boids want to move together
A - is the align percentage (How much the boids match velocities)
    Increasing this increases the amount the boids match speeds
F - the field of view (closer to 1 the narrower the view closer to 0 the greater the field of view)
    Increasing this increases the amount the boids can see in front of htem
B - total number of boids to test

These are for initializing the first boid
V - vertices (3 sets of 3 floats needed)
N - normals (one for each vertices)
I - indices (3 need to draw the triangle)

Space Bar: starts and stops the simulation