**Swarming algorithm**

**Things to consider**

* Creating the box
  + Could do this by just defining a length, L , inn both x and y direction.
* How many particles and where do I put them
  + N, will be number of particles and can allocate them in a random order inside the box.
* Giving conditions to the particles, i.e. keeping track of the arrays of velocities and locations and time
  + So create x\_loc, y\_loc, time\_passed, velocity array per particle.
  + Maybe put that in an array