AI ToDo

* Week 3
  + Evade
    - Editor Weight
  + Arrive
    - Min speed
    - You do need to come to a complete stop, make sure you are reducing your speed to 0 through the weight that is applied.
    - FIXED: Changed deceleration value from 0.5 to 1.0.
  + Post week 3 tasks to forum with explanations
* Week 4
  + Wander
    - Circle moves behind enemy
    - Debug lines are outside of circle
      * Point on circle is never used
    - Circle distance changes over time
    - Maths Magnitude 0 check
    - Wander, I assume you are using your position or velocity (not normalised) to dictate your forward vector. The fast you go the further that circle will move if you keep the distance in.
  + Collision Avoidance
    - Current code not making a difference
    - Increased the weighting
  + Group Movement
* Week 5
  + Decision making
    - Ent.TakeDamage(m\_AttackPower);
    - Trigger detection not working for player weapon (the collision box pushes the enemy)
    - SOLUTION: set the player weapon collider to a trigger
    - Find closest health pickup
    - Make health pickup heal player and enemy
* Week 6
  + PathFinding
    - Manhattan distance
    - euclidean distance
  + A\* - Standard
    - Path reaches target but goes over colliders
      * Added check if walkable
    - Path avoided collider but cannot go back to previous nodes on the open list when going the wrong way.
    - Added a check to see if the node is in the list (instead of nodeinfo as the parent would change)
      * If the lowest f cost node is not in the open or closed list, it is the next node
    - Works better but cuts some corners
      * Only check non-corner neighbours i++ -> i + 2
    - Path line, enemy keeps moving back and fourth
      * Path node positions need to be added backwards to make the start position the first position in the list
    - Increased weighting to make enemy stick to path more.
    - Works correctly most of the time but switch man and euc around as euc ignores obstacles between the start and end