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
  + Post to forum
* Week 5
  + Decision making
    - Ent.TakeDamage(m\_AttackPower);
    - Trigger detection not working
* Week 6
  + PathFinding
    - Manhattan distance
    - euclidean distance
  + A\*