A.I. Week 5 ToDo

* Week 3
  + Evade
    - Editor Weight
  + Arrive
    - Min speed
  + Post week 3 tasks to forum with explanations
* Week 4
  + Wander
    - Circle moves behind enemy
    - Debug lines are outside of circle
    - Circle distance changes over time
    - Maths Magnitude 0 check
  + Collision Avoidance
    - Current code not making a difference
  + Group Movement
  + Post to forum
* Week 5
  + Decision making
    - Ent.TakeDamage(m\_AttackPower);
    - Trigger detection not working