# Bugs

- Split horde

- bounds for starting combat

- after combat, horde disappeared

- Only one participant in combat

- bounds for selecting rats

- Selecting hordes when they’re overlapping

- Can’t move bug

- +- on cheese counter

# Improvements

* Push boids away from POIs
* Improve perf with very large quantities of rats
* Don’t scale separation with horde size? Too big at large sizes

Bugs+

Horde still don’t attack

Cheese not going up when taking POIs

Number of rats indication

Hordes are not dying of hunger

Hordes are dying miles away from the enemy

Cheese increase rate issue(+-)

Not sure POIs are taken by which horde

Split horde just generating another group instead of split into half

Horde combat not happening sometimes

Hordes die instantly

Cheese not increasing when taking POIs

Game freezes occasionally

Hordes displays in combat but not doing anything

Selected hordes not moving occasionally, icon somehow separated from the horde

Difficult to coordinate player’s other horde(add minimap)