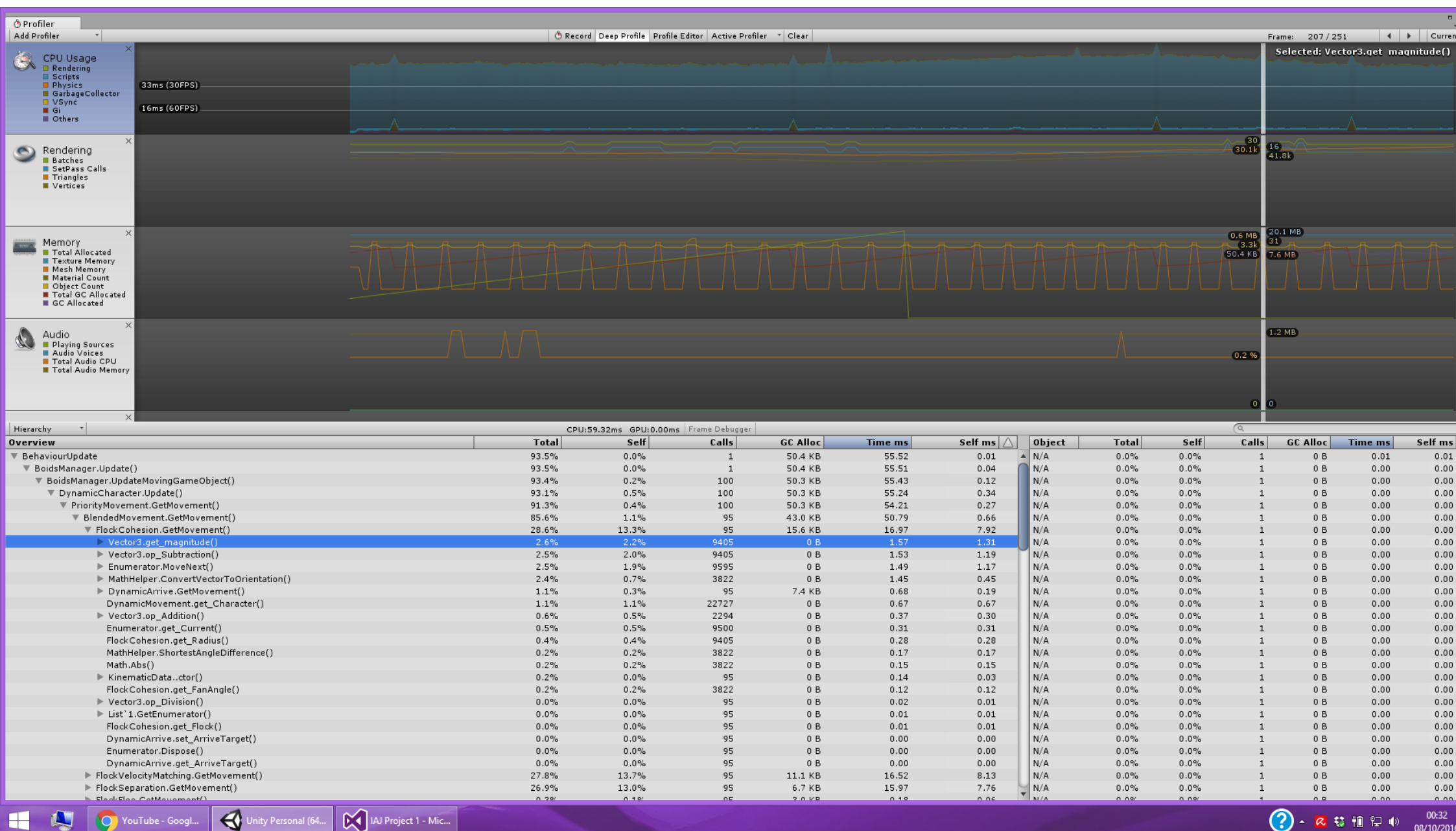
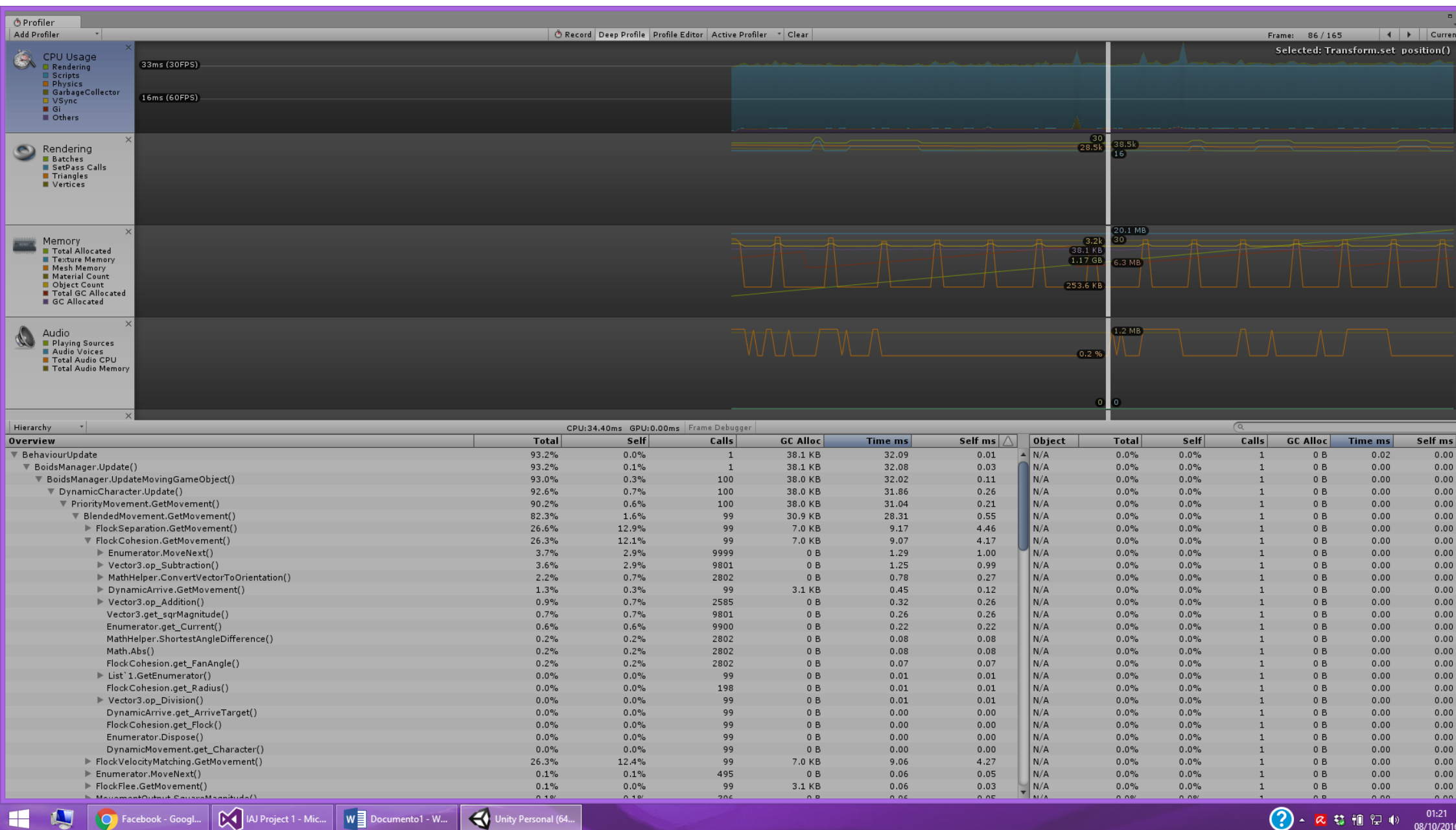


## BEFORE



# AFTER



- Improvement targets: Cohesion, Separation, VelocityMatching
- Use `Vector3.sqrMagnitude` instead of `Vector3.Magnitude` when possible
- Initialize every variable that remains constant inside the cycle prior to cycle start, including getters (`this.Character` mainly)
- Improvement: average of 23ms per frame