Implementation of Flocking Behavior Using Blending

You have to implement Flocking behavior where a group of characters move together as a mass with same velocity and orientation. Please see slide no 6 of 'Combining Behaviors' module for visualization. Following basic behaviors are to be used to implement Flocking:

- **Separation:** Move away from the characters that are too close
- **Alignment and Velocity Matching:** Move in the same direction with same velocity
- **Cohesion:** move towards the centre of mass

Reuse Separation, Alignment and Velocity Matching behaviors already implemented. Implement you own version of **Cohesion**.

Any sort of plagiarism will be panalized.