TODO: Clean this up so it's not just one big function?

1 follow_waypoints(game_info, starting_path, waypoint_list, waypoint_index, path_following_state)

1.1 game_info

GameState. The game state of the current frame.

1.2 starting_path

GroundPath. The path that was used in the previous frame, and will either be updated or continued here. Could also be of type ArcLineArc, etc., but will have base class GroundPath.

1.3 waypoint_list

List of Vec3. The sequence of points we want to drive through on our path. Current testing uses boost locations, but any points on the ground of the field will work.

1.4 waypoint_index

Integer. An index to keep track of how far along waypoint_list we are.

1.5 path_following_state

String. The marker to keep track of where we are along a path piece. This controls how we update our path to move from one piece to the next. Possible values are currently None, "First Arc", "Switch to Line", "Line", "Switch to Arc", and "Final Arc". TODO: Replace None with "Other".