* The issue was that velocities were being listed as Forces in Unity, and Force is more blackbox (not enough control for us over the Birds’ velocities)
* Change all methods to use velocity, not force (except Bomb.cs)
* Each of the rules (align, separate, cohesion) should calculate a vector, this vector should be added up to find a total changed vector, and then this vector should be added to the initial
  + This gradual change prevents sharp turns or “snaps”
  + For rotation, the rotation change between the initial and calculated next-frame vectors should be checked (before they are added to find the final) using some simple maths (<https://www.euclideanspace.com/maths/algebra/vectors/angleBetween/>)
* We can use some physics rules (e.g. v = ut + at^2) to calculate things if need be