* Find groups of food, calculate distance between them
  + Should be consistent
* Return foodcount
* Return foodcount+distance to closest food
  + Do this, but include number of food at that location somehow
  + Distance+foodAtLocation+1+foodCount-foodAtLocation
    - The +1 is because next piece of food is at least 1 away from the chunk
    - Doesn’t actually work, will return same number for everything lol
* find closest food to each other piece of food, store in dictionary where key=pos, value=tuple(position, distance)
  + chain together somehow and add in current position to closest food
  + if do maze distance between, but time out after certain threshold, might be better