**Cell.cs**

Overview:

* The cell is a data structure used to hold information about a specific point in the Map’s grid.

Variables:

* zoneID: the zone that the cell belongs to
* isWalkable: can an agent walk on this cell or not?
* worldPosition: position of the cell in Unity’s x-, y-, z- coordinates
* cellSize: size of the cell in Unity
* edgesToNeighbors: list of Edges that connect this cell to all its neighbors
* gridPositionX: position of this cell in the Map’s grid
* gridPositionZ: position of this cell in the Map’s grid
* Threshold: a temporary value used to check if the cell is a Threshold or not

Functions:

* Constructor
  + Initializes this Cell class to temporary values and checks if the cell is walkable using CheckIfWalkable
* CheckIfWalkable
  + Checks if an agent can walk on this cell by sampling this cell’s position with the NavMesh created in Unity. Specifically, if there exists a NavMesh at the sampled position, then this cell is considered walkable. The cell is considered unwalkable otherwise.
* AssignNeighbors
  + Input: list of Edges
  + Assignes the given list of Edges to this cell’s edgesToNeighbors