**Zone.cs**

Overview:

* The zone is a structure that is comprised of multiple cells it is used in the pathfinding process

Variables:

* zoneID: the unique identifier for each zone
* topLeft: the top left corner fo the zone
* topRight: the top right coner of the zone
* bottomLeft: the bottom left corner of the zone
* bottomRight: the bottom right corner of the zone

Thresholds: a list of the zone’s thresholds

Functions:

* Constructor
  + Initializes this zone class with a its zoneid and identify its four corners
* FindZoneCorners
  + Get the dimensions of the zone in float values
  + Convert dimension values into vector3s
* AddThresholdToZone
  + Takes a threshold as an argument value
  + Add this threshold to the threshold list