Bug Report

- At times, a mobile entity may get stuck at the wall. I've noticed that it occurs most frequently in the bottom and top walls.
- At times, a robot may not completely avoid an obstacle when appropriate or decrease its speed when there is an entity within the range of the proximity sensor.
- When there is collision (especially near a wall), there may still be sporadic glitches where the entities don't bounce off exactly at an angle of reflection.