**Objective:**

* Create 3 buttons that spawn units 20, 50 and 100 units around the blue flag.
* Once units are spawned they should find their way from the blue flag to the red flag.
* A collision system needs to be applied on the green bushes, square blocks and **units with each other.**
* Units need to avoid the green bushes, square blocks and each other while going to their destination.
* Unit example is provided in the scene and Unity Version - 4.6.1f1 is used for this scene.

**Judgment criteria:**

1- Fluidity and smoothness of the units while going to their destination and avoiding each other especially in the bottle necks in the path.

2- Frames per second.

3- Generally try to support as much units as possible while maintaining a high fps and fluid movement.

*Good Luck,*