**Basis Behavior Psuedo-Code for Star Logo**

Diffusion-

Already done

Convergence-

Already done

Following—

It will have to be a collision. This means that the ants may drop invisible objects. This will make the program run slower, but I think this is the only way we can do this.

Here’s my question—how does one ant know to follow another? This will determine how the invisible objects are dropped.

Ant1 random walks, but every step she drops invisible objects in a particular geometry.  
These objects have the same heading as ant1, which dropped them, then the other ant, ant2, stops dropping its own shapes and adopts the same heading as ant1. Ant2 would not follow ant1 unless ant1 continues to drop shapes that determine the heading of ant1… this is gonna be rough with anything more than a 1-dimensional walk.

Shapes must disappear almost instantly. They must die before the ant’s next step.

We have to do this geometry in a way that makes it so both ants won’t run into each other’s trails at the same time. Possible?

Unless we establish a leader. This person spreads their ID number like Terrell Davis spreads his DNA. Here’s how it could work.

Two agents collide, ant1 and ant2. Or, the debris of ant1 collides with ant2. Perhaps there are designated leader ants and designated follower ants. Anyway, Ant1 sets a variable called leader ID. Every step now, ant2 sets heading of leader ID. Perhaps this could work? And maybe ant 3 could collide with ant2 and also set heading of leader ID.

Ant2 sets