Stuff to Consider / Do for simulated worlds 2nd Assignment

* Research into techniques needed, currently available option etc…
* Rudimentary UI and togglable variables
  + Likely to be things such as number of wildebeest/lions, speed,
* Implementation should be suitable for addition into a wider engine. Report ill also cover code structure and implementation of techniques
* Shading and creation of assets should be suitable
* Critical evaluation in report

Plan

Wildebeast

Basically boids.

* Align with nearest
* Stay close
* Head away from lions
* Head towards exit

Lion

* Head towards wildebeest.
* Align, and stay in group
* If close, speed up (leap) ?