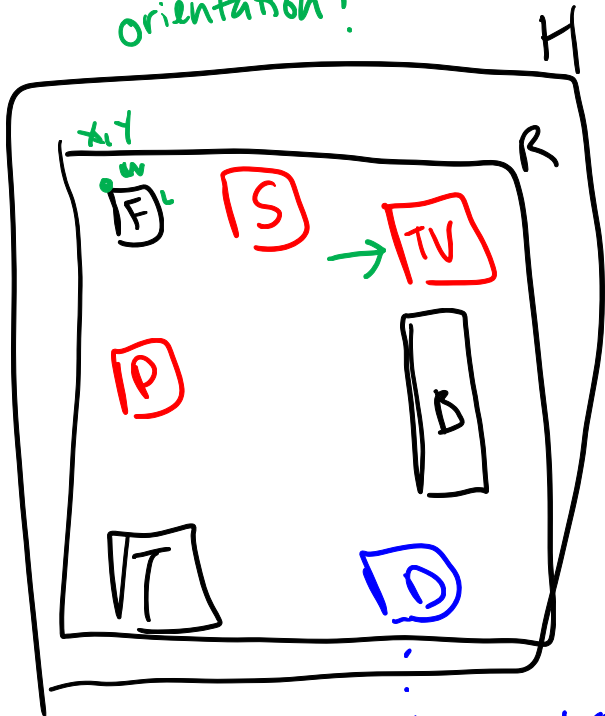
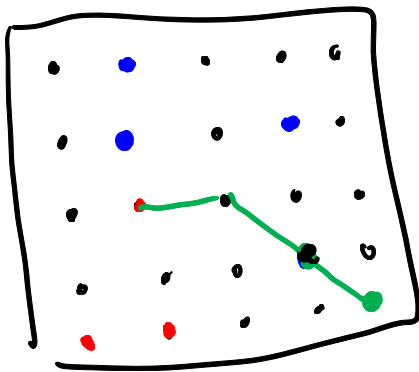


orientation?



... neutral,
takes time



agent
uses 3 resource

* Sim shouldn't
walk through
objects

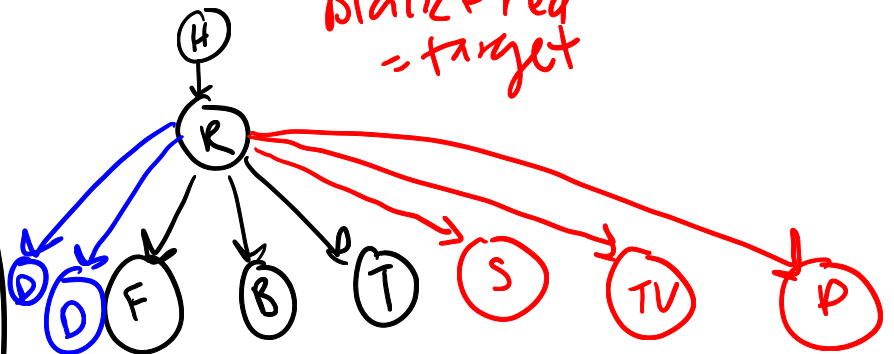
• agent at x,y can
~~not~~ interact w/object
at x,y

• collision resolution when
trying to add a new object
via mutation should
not be random - pick

initial randomly mutated candidate
location, but if there is a collision
w/ an existing object, just iterate
through neighboring positions

• agent will more
using A* for path planning

Black + red
= target



Black
= initial "seed"
(hand-coded)