Outline

- Cell::Intersect
  Input: Position, Direction
  Return: Intersected surface, distance to surface
  - Loop over surfaces and find shortest distance to intersection and surface
- Cell::Move to boundary
  Input: Surface
  Output: New Cell
  - Look up Hood for input surface
    - Check of particle is inside each cell
    - If inside
      - stop looping
      - return cell
  - Loop through City
    - Check of particle is inside each cell
    - If inside
      - stop looping
      - Add newCell to Hood
      - Add current cell to newCell's Hood
      - return newCell