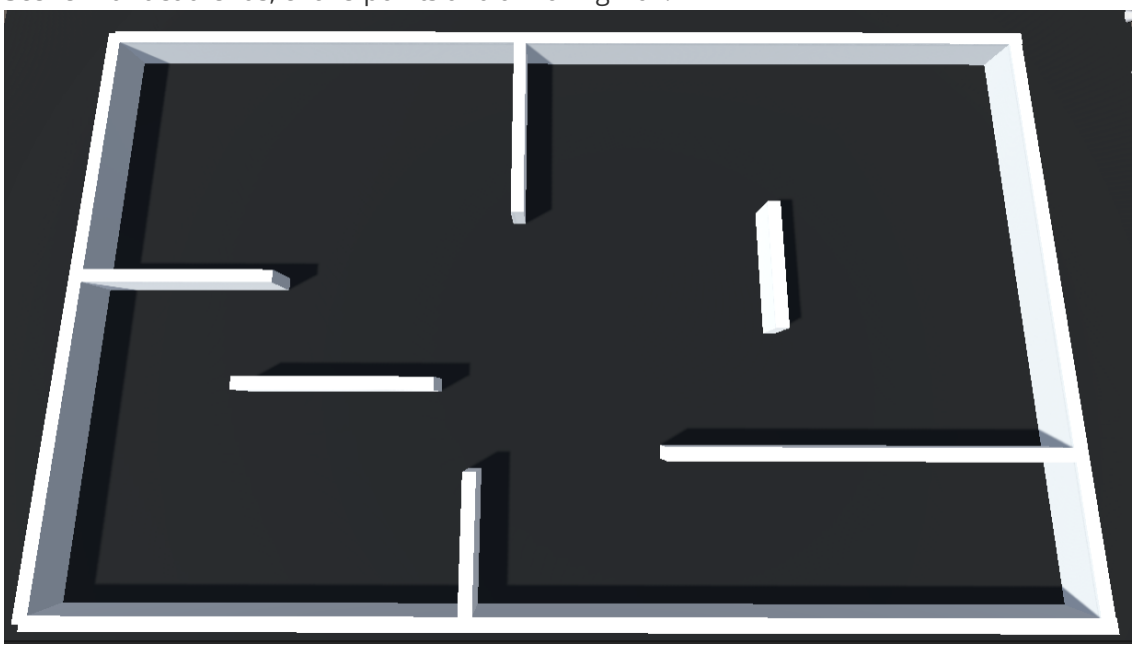
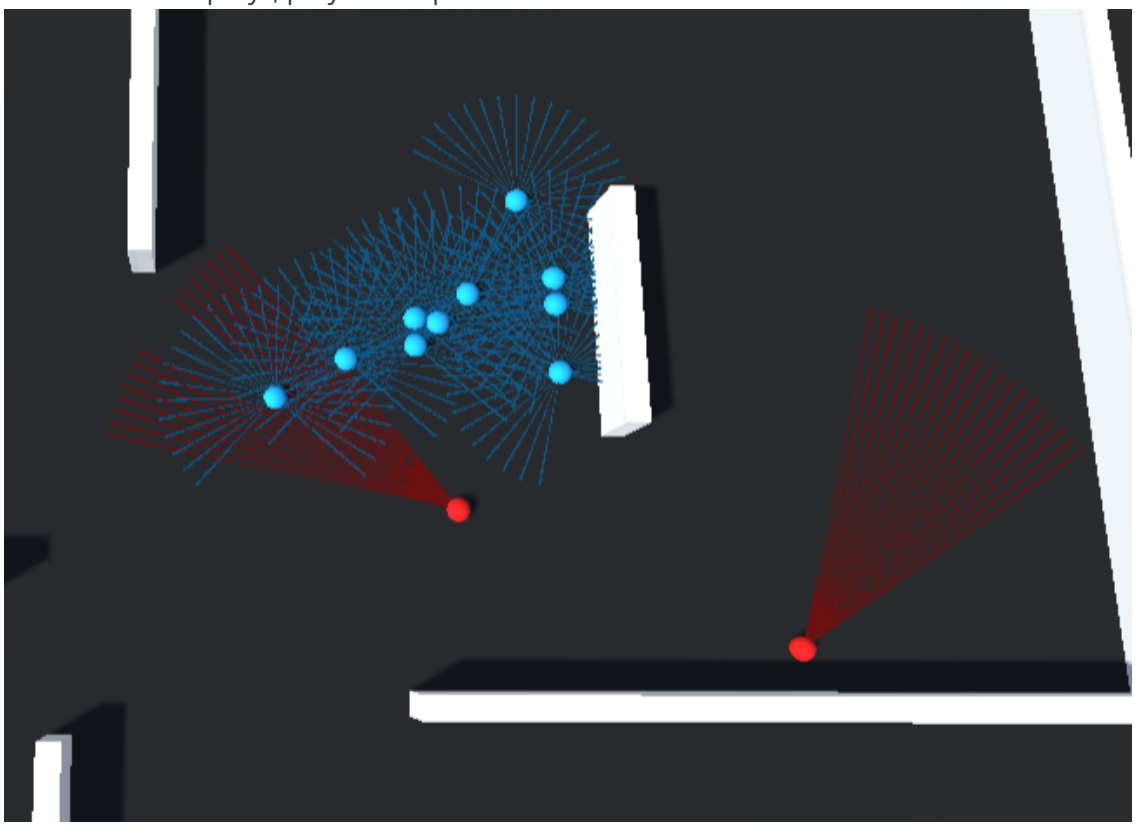
1. Scene with dead-ends, choke-points and a moving wall.



2. Predators chase preys, preys avoid predators.



3. Cone and longer vision for predators, fan and wider vision for preys.
4. Additional: visible field of vision for an agent,

   visualization of field of view of agents,

   flocking (preys move together to the same direction when no predators or walls are detected).