**First Navigation Tests:**

<https://arongranberg.com/astar/docs/runtimegraphs.html>

This free package provides for A\* star pathfinding with ample settings for agent size, path precision/smoothing, slopes… Got it working already

**Next Steps:**

Produce a level and use the basic version as a playground, see: <https://docs.google.com/document/d/11Hzp4pB1Ss_FHXBvqmASjgD358eWUuxUPb8wCU92Zho/edit>