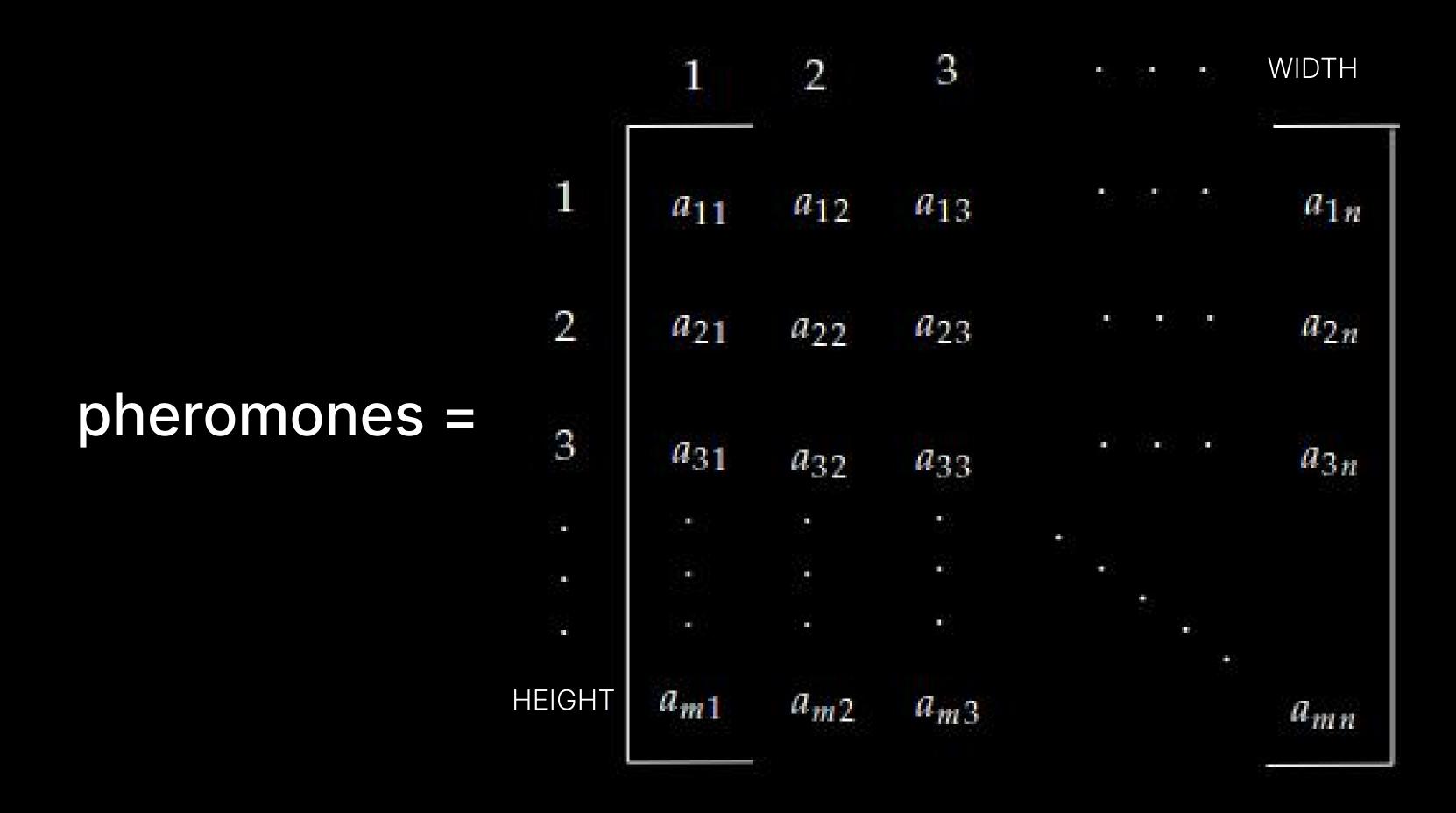
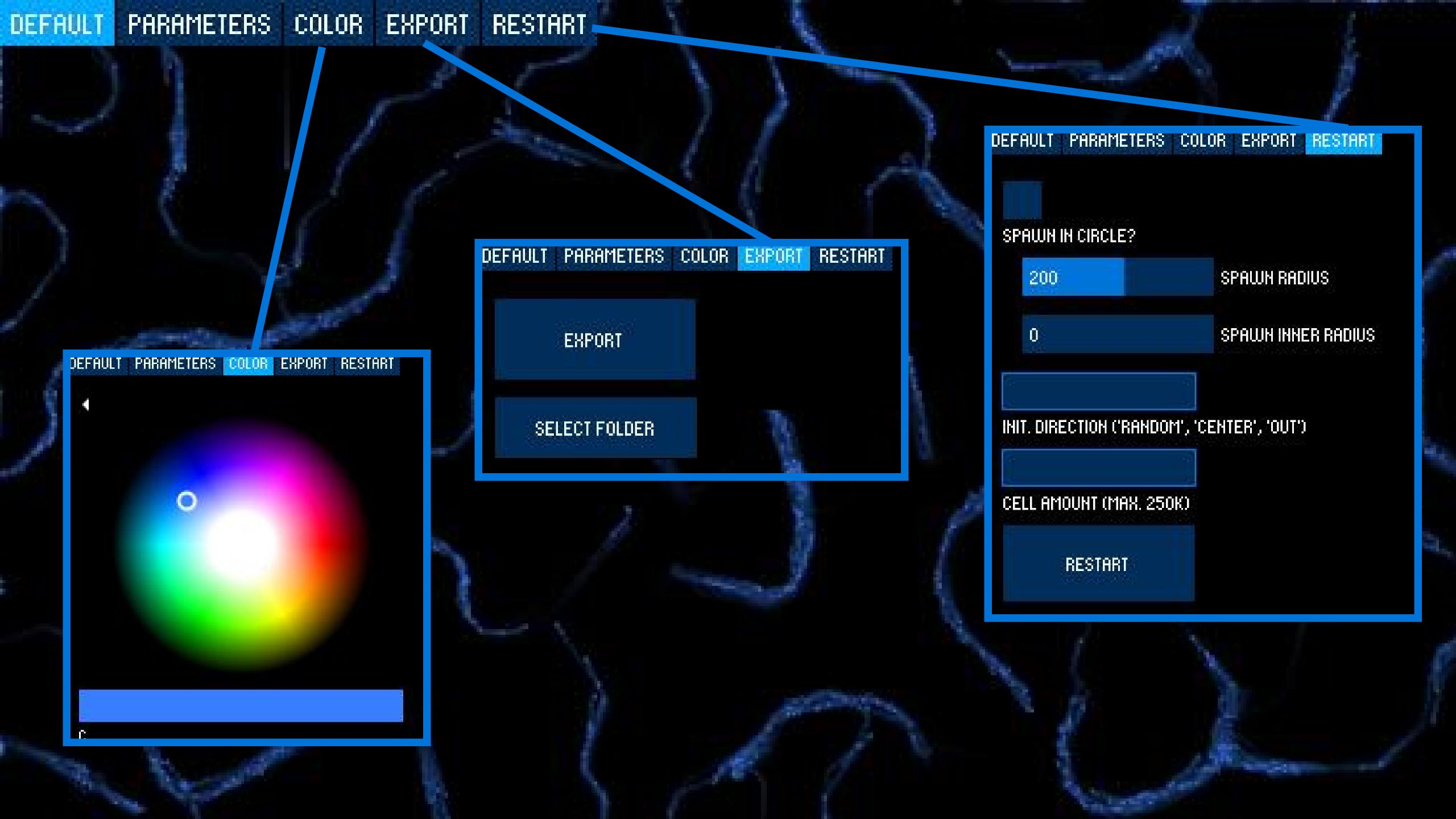


cellPositions = { Vec(x, y), Vec(x, y), ..., Vec(x, y) } cellDirections = { Vec(x, y), Vec(x, y), ..., Vec(x, y) }

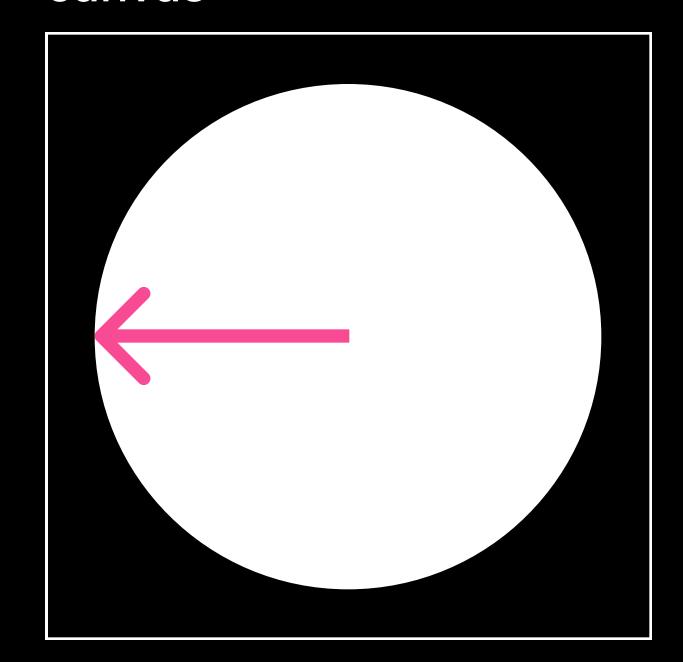






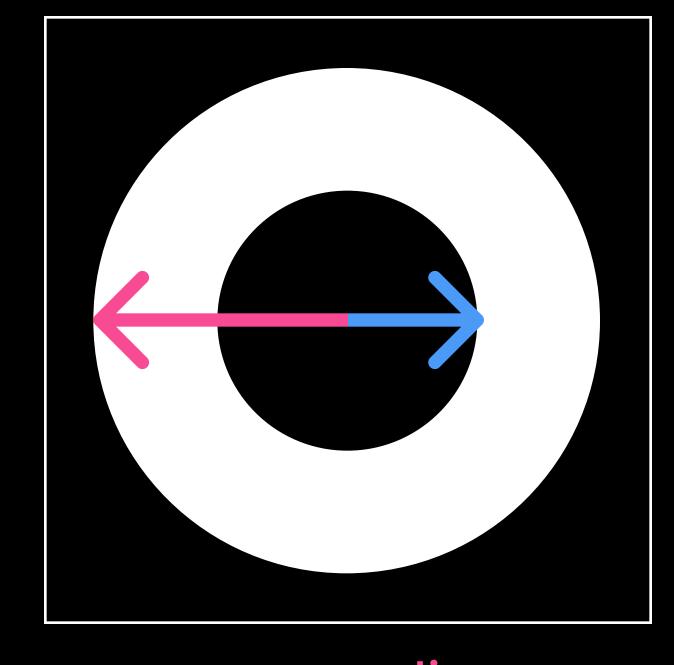
# initial spawn formation:

#### canvas



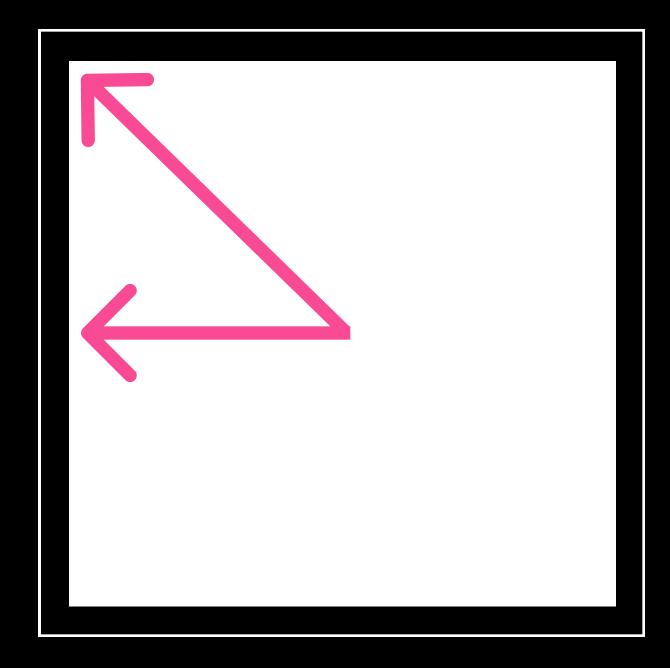
spawn radius

### canvas



spawn radius inner radius

### canvas



entire canvas

## initial directions:

Option 2: "out" Option 1: "center" canvas center

Option 3: "random"

