1. Start agents off moving randomly
2. When moving towards destination, allocate tree into new list of trees, removing it from lists of other agents to move towards it
   1. Could stop current agent heading towards fire
      1. To continue current agent, inform moving agent that it is still a fire
3. Find out closest agent to fire then start moving the agent towards the fire (Similar to fire-beliefs in current ground unit.
4. When at fire add tree to list of fires ‘Allocated’ so no more new units will head that way

NEED TO ALLOCATE COORDINATES TO AGENT IN LOCATION