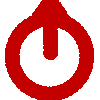
Description of Game AI Assignment2

* There are two groups of sprites: one is red, and another one is green.
* Red sprite will try to pass all red “P” zone until last one, while green sprite will try to pass all green “P” zone until last one.





* There is a “Reset” button on the upper-right to reset the scene.
* There are two toggle (“Allow Cone Check” and “Allow Collision Pred”) to enable or disable Cone Check or Collision Prediction algorithm for all sprites.