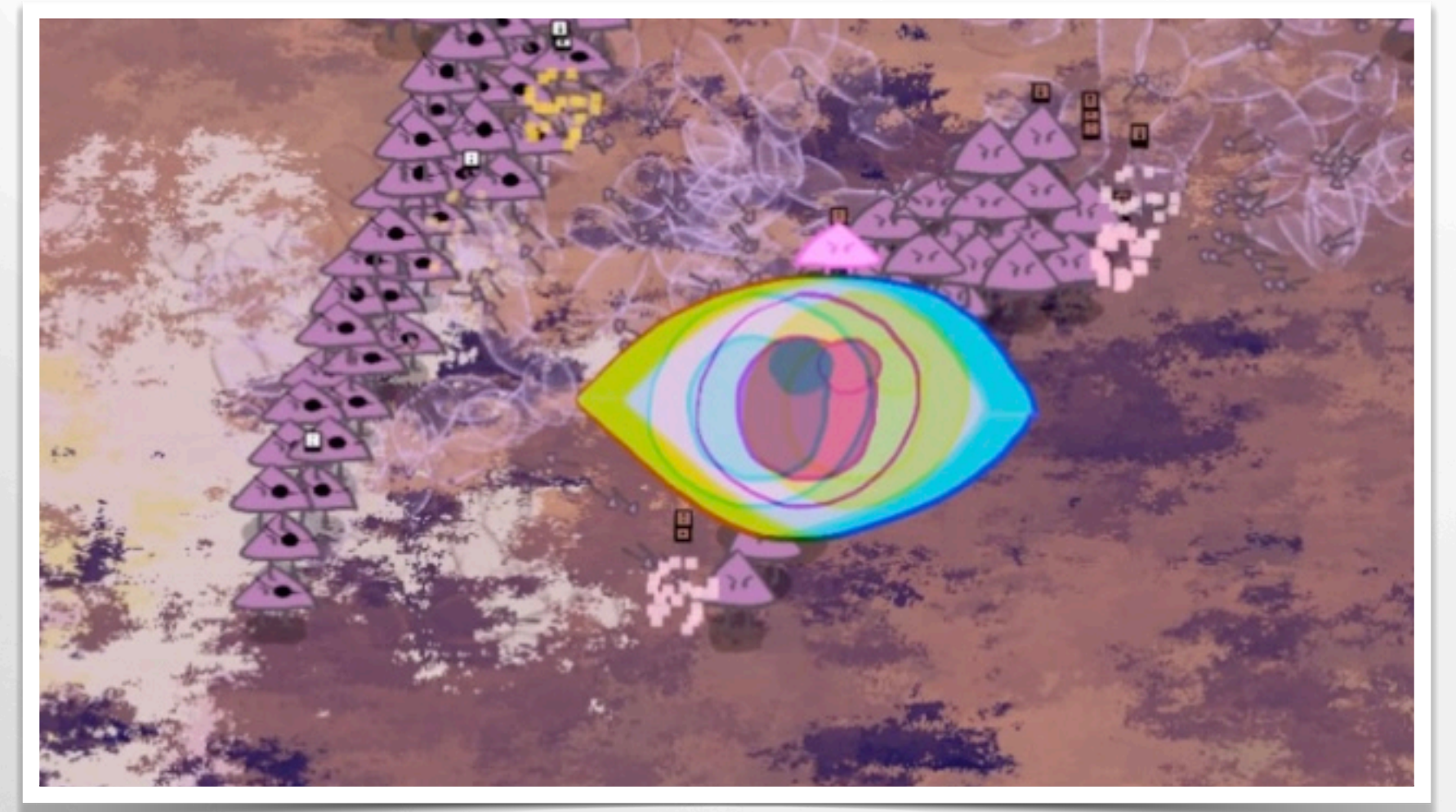


Spatial Grid Unit Movement



March 6, 2026

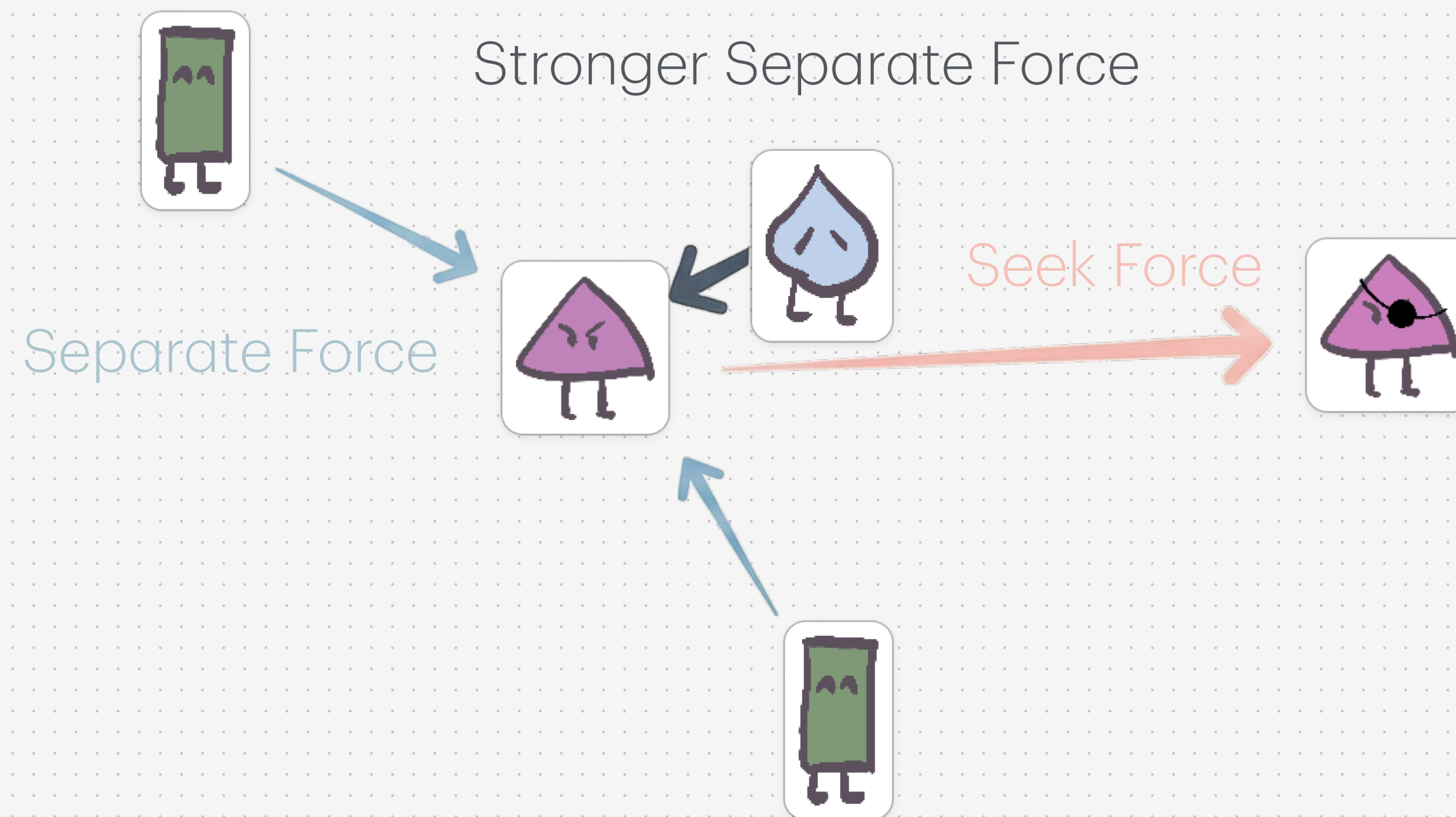
Uniform Spatial Hash Grid

A data structure for $O(1)$ neighbour lookups. It is rebuilt every frame in $O(N)$.



Steering Behavior

Blends seek force with ally separation to produce fluid enveloping movement around the frontline.



Resource Links

- THEORY & RESOURCE

- [Battle Simulator - bipedpotato](#)

- [Crow Sim Source Code](#)

- [Spatial Partition - Robert Nystrom](#)

- [The Nature of Code - Daniel Shiffman](#)

- PROJECT

- [Bevy Jam #7 Itchio](#)

- [Game Source Code](#)



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