Solution to WillTheyMeet animation
randomly move cinderella and prince until they are both in the middle at the same time

Do together
- cinderella move forward
- HandsomePrinc move forward

While either
- cinderella distance to ballCinderella > 0.1 or
- handsomePrince distance to ballPrince > 0.1

Else
- world.turnAround personToTurn = cinderella unit = stepUnit

Else
- Do Nothing

princeRandom set value to world.findRandom person = handsomePrince marker = ballPrince

print values for cinderellaRandom and princeRandom

print cinderellaRandom

print princeRandom

Do together
- cinderella move forward
- handsomePrince move forward

Cinderella say We've connected! duration = 10 seconds