Mr. Anxiety

they are extremely afraid of the presence of others and of social interaction.
eye contact is their weakness and looking at them while they look back at you
causes them emotional damage.

if Mr. Anxiety is idle by default.

while Mr. Anxiety is idle if an agent enters LOS, they'll get uncomfortable.

while Mr. Anxiety is uncomfortable if the agent leaves LOS they go back to idle, if
the agent makes eye contact (that is to be in mutual LOS) they become anxious.

while Mr. Anxiety is anxious if the agent looks away, they go back to being
uncomfortable, if the agent leaves LOS, they become idle. If Mr. Anxiety stays
anxious for more than 10 seconds they will die.

while dead Mr. Anxiety will fall over.

to further signify states Mr. Anxietywill change color depending on the state.
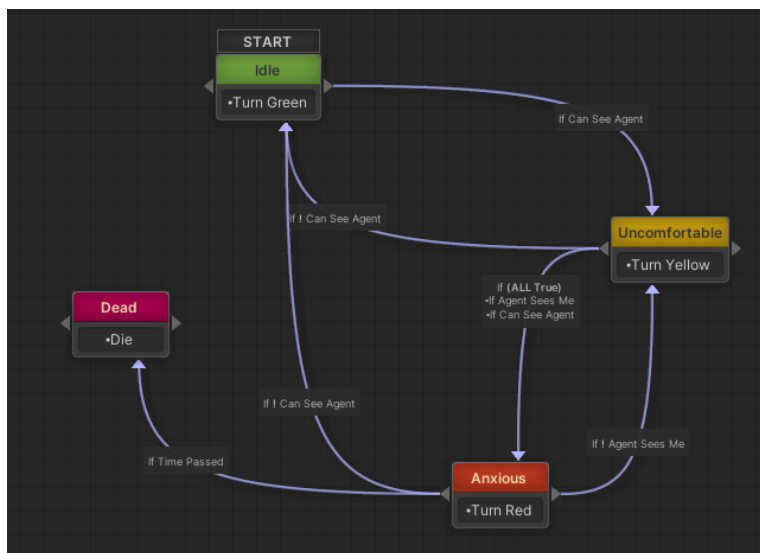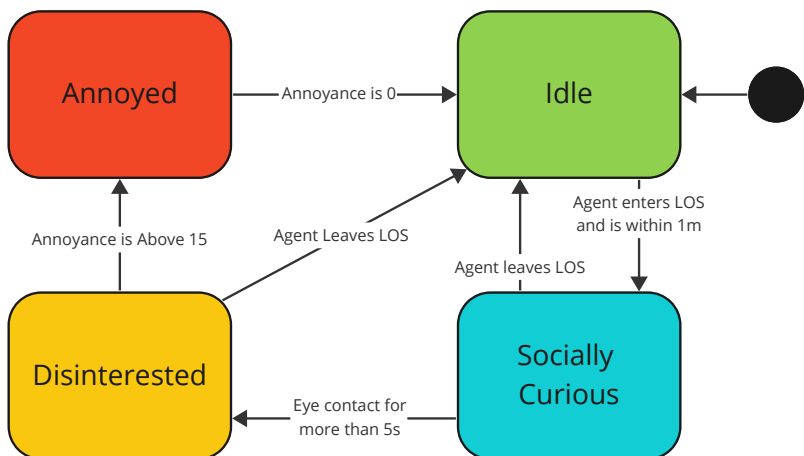
Uh Okay Guy

Uh Okay Guy is social but judgmental, if you just stare at him, he'll get weirded out and try to look away, getting annoyed if you insist on staring at him.
UOG is idle by default.
If an agent looks at them and enters their 'social sphere' they become socially curious.
while UOG is socially curious he'll look directly at the agent, (like, what's up man, need anything?) if the agent leaves, he goes back to idle, if they stare and don't move, he becomes disinterested and looks away from the agent.
while UOG is disinterested the annoyance counter starts counting up, 1 point every second. if the counter goes above UOG becomes annoyed.
while annoyed UOG will refuse to look at the player. while the agent is out of LOS the annoyance counter decreases 1point every second. if the annoyance counter reaches 0, UOG goes back to being idle.
to further signify states UOG will change color depending on the state.