Rule Based Systems – Transition Table – Tank Sinatra

Below is a transition table to show how the rules will change the states on the basis that certain parameters are met:

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| Current State | Transition | Next State |
| SearchState\_TS\_RBS | If the rules for LowFuel, LowHealth and Low Ammo are true, as well as being in the Search State, it will change to the Retreat State. | RetreatState\_TS\_RBS |
| SearchState\_TS\_RBS | If the rules for LowFuel, LowHealth and LowAmmo are false, as well as being in the Search State, it will change to the Chase State. | ChaseState\_TS\_RBS |
| SearchState\_TS\_RBS | If the rule for BaseFound is set to true and it is currently in the Search State, it will change to the Attack State. | AttackState\_TS\_RBS |
| AttackState\_TS\_RBS | If the rules for LowHealth and LowAmmo are true and is within the Attack State, it will change to the Retreat State. | RetreatState\_TS\_RBS |
| ChaseState\_TS\_RBS | If the rule for LowHealth is false and the values for getTank and getBase are greater than or equal to one, as well as being in the Chase State, it will change to the Attack State. | AttackState\_TS\_RBS |
| ChaseState\_TS\_RBS | If the rule for LowHealth is false and it is already in the Chase state, it will change to the Retreat State. | RetreatState\_TS\_RBS |
| RetreatState\_TS\_RBS | If the rules for LowHealth, LowAmmo and LowFuel are false and it is already in the Retreat State, then it will change to the Search State. | SearchState\_TS\_RBS |