**Evaluator Wander**

Fixed value as it’s a fallback if no other action is desirable right now.

**Evaluator Search**

Fixed value as it’s a fallback if no other action is desirable right now.

**Evaluator Heal**

Evaluated based on the agent’s remaining health proportionally to that of the distance of the item from us.

**Evaluator Powerup**

H

**Evaluator Collect Flag**

Evaluated based on the agent’s health and the number of enemies + teammates in relation to the flag.

**Evaluator Defend Teammate**

Evaluated based on the agent’s health, his current strength and the number of enemies spotted by the teammate.

**Evaluator Flee**

Evaluated based on the agent’s remaining health and his attack strength along with the number of enemies in sight.