AI plan

**3 states:**

* **Defensive = health < 2/3**

50/50 chance to heal/attack (chance for heal to not work? Chance for attack to miss?)

* **Aggressive = health > 2/3**

Higher chance to attack (chance to miss?)

Lower Chance to heal (only heal if health is lower than max health)

* **Berserk = health < 1/4**

Only attack (never miss?)

How to determine whose attack it is = set ai attack true/false

Ai needs to wait 3 seconds before choosing to either attack or heal