Enemy state machine

1. Creation:
   1. Object creation
   2. Spawn animation
2. Seeking
   1. A\* directional push
   2. Boids object avoidance
   3. Check for death flag, if true go to death state
   4. Check for stunned flag, if true go to stunned state
   5. Check for attacking flag, if true go to attack state
   6. Movement animation
   7. Repeat else
3. Death
   1. Object deletion
   2. Death animation
   3. Corpse object created?
4. Stunned
   1. Reduce movement speed
   2. Animation
   3. Damage calculations
   4. Give randomized direction
   5. Return to movement state
5. Attacking
   1. Animation
   2. Damage calculations
   3. Return to movement state

Character state machine

1. Creation
   1. Object creation
2. Movement
   1. Key handler for direction and velocity
   2. Check for death, goto death state
   3. Check for raise tile, goto raise tile state
   4. Check for attack, goto attack state
   5. Movement animation
   6. Repeat else
3. Death
   1. Object deletion
   2. Trigger game over things
4. Raise tile
   1. Animation
   2. Enemy damage check
   3. Return to movement state
5. Attack
   1. Animation
   2. Damage calculation
   3. Return to movement state