

Player State

possible state (player)

// maybe
make
Blitz, Catch
states ???

- Available, available to catch/pass, available to blitz
- Available, not available to catch, not available to blitz
- Available, not available to catch, not available to blitz
- Not Available // already played

- Prone

- Down

// $\frac{A}{3}$

- stood Up (-3 movement, no block unless blitz)

- KO

- Dead

// problem state

