

Null, Standing, Moving, Advancing, Retreating, PreparingAttack, Attacking, Recoiling, Freezing, Running, Dead

Null

Standing

Moving

Advancing

Retriating

PreparingAttack

Attacking

at ta cking Combo

Início (Null)

Início do Jogo

safeZone

Standing

Distância > Safe Zone

Moving

dangerZone

Distância <= SafeZone

Health <= 0

Dead

Health <= 0

advanceZone

PreparingAttack

HitCheck === TRUE

HitCheck == False

Health <= 0

Recoiling

runDistance

Attacking

RunDistance

Running

Distance

attackingCombo == 4
AdvanceZone > DangerZone

Advancing

HitCheck
(True = Tomou
Hit)

attackingCombo == 4
AdvanceZone < DangerZone

Retriating

Recoiling
(Freezing)

Running

Dead

CheckLife()

CheckLife()

ComboAttack()

Prepara Attack

Ataca

Distância >
Distância Segura

ComboAttack

