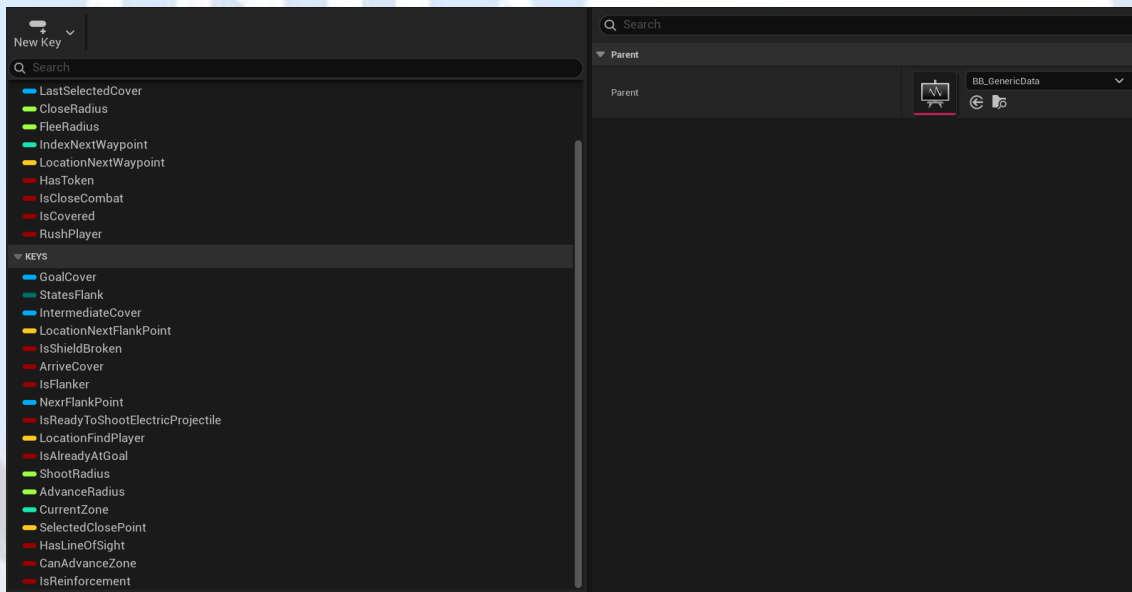# BLACKBOARD AGENCY

1. **Agency Data – Flanker**
   - **Goal Cover** – Reference to goal entry point to Cover
   - **States Flank** – Enumerator that defines states during flanker behaviour
   - **IntermediateCover** – Reference to next entry point in flank path
   - **LocationNextFlankPoint** – Location of next entry point in flank path
   - **NextFlankPoint** – Reference to next entry point actor in flank path
   - **IsFlanker** – Boolean to know if agency must flank
   - **IsAlreadyAtGoal** – Boolean to know if agent has reached goal entry point in flank path

2. **Agency Data – Shield**
   - **IsShieldBroken** – Boolean to know if shield is broken
   - **IsReadyToShootElectricProjectile** – Boolean to know if agent is readt to shoot electric projectile
   - **LocationFindPlayer** – Location around Player when its is covered

3. **Agency Data – Biter Agency**
   - **ArriveCover** – Boolean to know if agent arrives first cover
   - **ShootRadius** – Radius that defines when biters can shoot
   - **AdvanceRadius** – Radius that defines when biters can advance next zone
   - **CurrentZone** - Area within the arena where the agent is located
   - **SelectedClosePoint** - Location around the Player
   - **HasLineOfSight** – Boolean to know if agent has line of sight to player
   - **CanAdvanceZone** – Boolean to know if advance next zone is posible
   - **IsReinforcement** – Boolean to know if agent is reinforcement