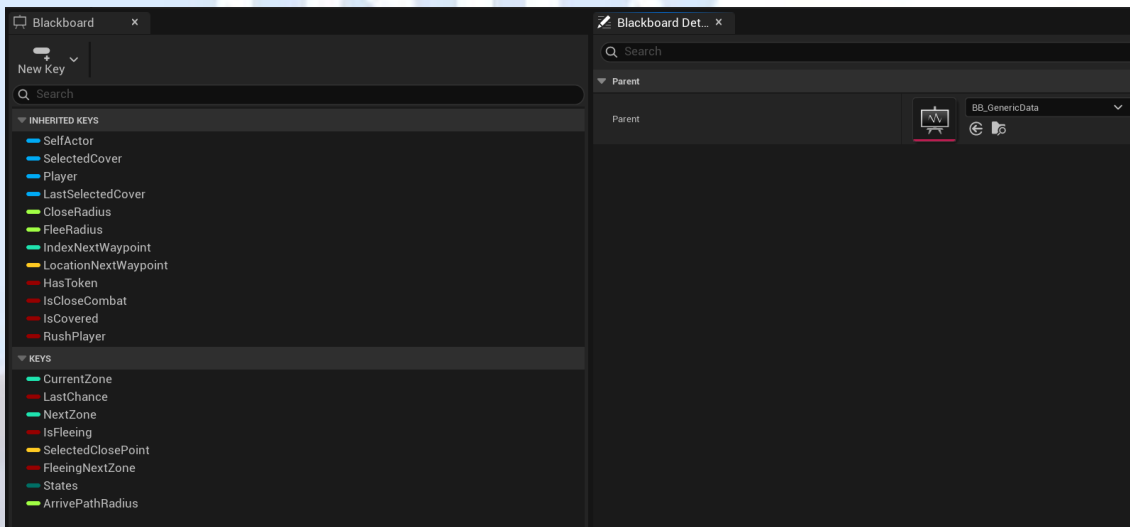


# BLACKBOARD MAFIA



## 1. Generic Data

- **SelectedCover** – Reference to selected cover actor
- **Player** – Reference to player
- **LastSelectedCover** – Last cover selected by agent
- **Close Radius** – Radius that defines when close combat state begins
- **Flee Radius** – Radius that defines when agents try to flee
- **IndexNextWaypoint** – Index of next waypoint in patrol path
- **LocationNextWaypoint** – Location of next waypoint in patrol path
- **HasToken** – Boolean to know if agent has token to shoot
- **IsCloseCombat** – Boolean to know if is in close combat
- **IsCovered** – Boolean to know if agent is covered
- **RushPlayer** – Boolean to know if agent must rush player

## 2. Mafia Data

- **CurrentZone** - Area within the arena where the agent is located
- **NextZone** - Area above the current area where the agent is located
- **LastChance** – Boolean to know if flee is imposible
- **SelectedClosePoint** – Location around the Player
- **FleeingNextZone** – Boolean to know is agent is fleeing
- **States** – Enumerator that defines mafia states ( Combat, patrol or EnterArena)
- **ArrivePathRadius** – Radius that defines if agent is close to next patrol path location