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| Current State | Condition | Transition State |
| Safe() | No Enemy nearby | Wandering |
| Wandering | Enemy spotted and to strong | Runaway |
| Wandering | Friendly (other Survivors) | Group/Follow |
| Group/Follow | NPC Group together | Wandering |
| Wandering | NPC is stronger than Enemy | Attack Enemy |
| Attack Enemy | NPC defeated the enemy | Safe() |
| Attack Enemy | NPC have suffer large lost | Runaway |
| Runaway | NPC able to escape the enemy | Safe() |