Patrol:

1. Randomly walk around a predefined base. (The base could be stored in a static variable?)
2. If the survivor finds another character
   1. Is it an enemy? We decide to talk or shoot, if shoot, take cover behind the base
   2. Is it friendly? Ignore

Searching:

1. Find a desired resource stash that we want to walk to in the map
2. If the survivor finds another character
   1. Is it an enemy? We decide to talk, shoot, or run back to base
   2. Is it friendly? Ignore
3. Once In the weapon stash, switch to Retrieving State

Retrieving:

1. Walk back to base with the resources we collected
2. If we find another survivor
   1. Is it an enemy? Drop our stash, and we shoot the enemy
   2. Is it friendly? Ignore

Talking:

1. Ask if they want to join the group
2. If they like each other, let them join the group
3. Otherwise, start ignoring each other
4. If they start shooting, shoot back or run away

Run away:

1. Drop everything
   1. If you are friendly with the local player, run back to base, and start shooting once in base
   2. If you are a random AI, run to the closest point outside of the map

Shooting:

1. Shoot until someone dies