Finite States:  
Idle,  
Patrol,  
AttackEnemy,  
FindCover,  
CollectConsumables, (Health, Ammo, Fuel)  
DefendBase,

Rule variables that will switch between states:  
Bool IsFiring  
Bool IsDestroyed  
Float GetHealth  
Float GetAmmo  
Float GetFuel  
List<GameObject> getMyBases  
Dictionary<GameObject, float> GetBasesFound  
Dictionary<GameObject, float> GetTargetsFound  
Dictionary<GameObject, float> GetConsumablesFound

Rules:  
**Idle** – when it starts and when it kills all tanks  
**Patrol** – GetTargetsFound = 0, GetConsumablesFound = 0, GetFuel > 50, !DefendBase  
**AttackEnemy** - GetTargetsFound > 0, GetFuel > 50%, GetHealth > 50%, GetAmmo > 50% (*idea* : Kamikaze Tank always attack no matter what)  
**FindCover** – GetTargetsFound > 0, GetFuel < 50% or GetHealth < 50% or GetAmmo < 50% (ONLY if it’s in AttackEnemy state)  
(*idea:* Resourceful tank that always checks for consumables)  
**CollectConsumables** – depends on FindCover state  
**DefendBase** – if the base health is under 20% and is being attacked by an enemy tank,

Flee not find cover as it is more logical