```
eLocationsE ~> merge
pLocationsE ~> merge


merge ~> relativeDistanceFlow(eRelPositionActor) ~>
  broadcastRelDistance ~> calculateEvadeTheta ~> eBroadcast ~> evadeAirSim(airSimPoolMaster)
                                                eBroadcast ~> updateTheta(Constants.e, eRelPositionActor)
                                                eBroadcast  ~> eSaveSteeringDecision
  broadcastRelDistance ~> calculatePursueTheta ~> pBroadcast ~> pursueAirSim(airSimPoolMaster)
                                                  pBroadcast ~> updateTheta(Constants.p, eRelPositionActor)
                                                  pBroadcast ~> pSaveSteeringDecision
```