

	State Transition table		
Current State	Transition Condition	Rules /= new line	Next State
Patrol	Enemy base detected and no enemy tanks nearby	if (enemyBaseDetected && !enemyInSight) / nextState = Base Attack;	Base Attack
Patrol	Health or fuel drops below safe threshold(<35)	if (health && Fuel <35)/ nextState= Scavenge;	Scavenge
Patrol	Enemy within range and can't see you	if (enemyInSight && enemyDistance <= farRange) / nextState = Pursue;	Pursue
Patrol	Enemy within range and can see you (is coming closer)	if (enemyInSight && enemyDistance <= midRange) / nextState = Wait;	Wait
Patrol	Enemy not in range but enemy base is	if (!enemyInSight && enemyBaseDetected) / nextState = BaseAttack;	Base Attack
Purse	Enemy within mid to close range	if(enemyInSight && enemyDistance <= closeRange) / nextState = Attack;	Attack
Wait	Enemy enters close range while visible	if (enemyInSight && enemyDistance < =closeRange) / nextState = Attack;	Attack
Wait	Enemy visible but moving away	if (enemyInSight && enemyDistance > midRange) / nextState = Pursue;	Pursue
Wait	Enemy not visible after wait duration	if (!enemyInSight && waitTimer >= waitLimit) / nextState = Patrol;	Patrol
Wait	Ammo < 3 OR Fuel < 5	if (ammoLowCritical fuelLowCritical) / nextState != Wait;	Scavenge
Attack	All resources are low	if (resourcesLow) / next State = Retreat;	Retreat
Attack	Certain resources are low (Health + Fuel)	if (healthLow fuelLow) / nextState = Scavenge;	Scavenge
Base Attack	Enemy tank appears within close range	if (enemyInSight && enemyDistance < = closeRange) / nextState = Attack;	Attack
Base Attack	Ammo drops below safe threshold	if (ammo<=3) / nextState = Scavenge;	Scavenge
Base Attack	Health critically low	if (health<35) / nextState = Retreat;	Retreat
Base Attack	Fired 3 shots and enemy tank not visible	if (shotsFired ≥ 3 && !enemyInSight) / nextState = Patrol;	Patrol
Base Attack	Base destroyed	if (enemyBaseDestroyed) / nextState = Patrol;	Patrol
Base Attack	Enemy tank firing nearby enemy base	if (enemyInSight && enemyFiring) / nextState = Retreat;	Retreat
Retreat	Enemy is no longer pursing and in safe spot and resources are low	if (safeZoneReached && resourcesLow) / nextState = Scavenge;	Scavenge
Scavenge	All resources are still low but enemey is in range and attacking	if (enemyDetected && recourcesLow) / nextState = Retreat;	Retreat
Scavenge	Fuel and ammo are fine, near enemy base but enemy is not around	if (fuelOK && ammoOK && enemyBaseDetected && !enemyInSight) / nextState = BaseAttack	Base Attack
Scavenge	Health and ammo are repleished and enemy comes into range	if (fuelGood && ammoGood && enmeyInSight) / nextState = Wait;	Wait
Base Defend	Enemy is not in range and been at base for 15-20 seconds	if (!enemyInSight && currentState = BaseDefend <= 15) / nextState = Patrol;	Patrol

	Stats	
	enemyBaseDetected	stats.Add("enemyBaseDetected", false);
	enemyBaseDestroyed	stats.Add("enemyBaseDestroyed", false);
	enemyInSight	stats.Add("enemyInSight", false);
	enemyDetected	stats.Add("enemyDetected", false);
	enemyFiring	stats.Add("enemyFiring", false);
	lowHealth	stats.Add("lowHealth", false);
	lowFuel	stats.Add("lowFuel", false);
	lowAmmo	stats.Add("lowAmmo", false);
*****	criticalhealth	stats.Add("criticalHealth", false);
	criticalFuel	stats.Add("criticalFuel", false);
	criticalAmmo	stats.Add("criticalAmmo", false);
	gooHealth	stats.Add("enoughHealth", false);
	fuelOk	stats.Add("enoughFuel", false);
	ammoGood	stats.Add("enoughAmmo", false);
	shotsFired >+ 3	stats.Add("shotsFired", false);
	farRange	stats.Add("enemyDistanceClose", false);
	midRange	stats.Add("enemyDistanceMid", false);
	closeRange	stats.Add("enemyDistanceFar", false);
	waitLimitExceeded	stats.Add("waitTimerExceeded", false);
	safeZoneReached	stats.Add("safeZoneReached", false);