

State Transition Table--FSM		
Current State	Transition Condition	Next State
Patrol	Health   Fuel < 35	Scavenge
Patrol	Target Distance < 52	Pursue
Patrol	If Enemy Base < 52	Base Attack
Patrol	If consumable < 52	scavange
Pursue	Health   Fuel < 35   Ammo < 3	Scavenge
Pursue	Target Distance < 25	Attack
Purse	Target Lost	Patrol
Attack	Health < 35	Retreat
Attack	Fuel < 35   Ammo == 0	Scavenge
Attack	Target Lost	Patrol
Attack	Target Distance > 30	Pursue
Retreat	If enemy ! visible	Scavange
	D EnemyH < D TankH	Get Health
Scavange	Enemy visible & Fuel > 45 & Health < 30	Retreat
Scavange	Health & Fuel >= 50 & Ammo > 5	Patrol

Base Attack	Ammo == 0	Scavenge			
Base Attack	Ammo fired == 3    ! Base	Patrol			
Base Defend	No enemy at base	Patrol	!!!!!! Can we access info of our abse? (health?)		