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| **Notes**  **CS330** | **Topic/Objective:** | | **Name:** |
| Apply current knowledge | | **Name** |
|  | | **Name** |
| **Scene Description:** | | | |
| There is a ‘friendly’ wandering NPIC. If the NPIC senses the player controlled target, the NPIC will attempt to rendezvous with the target and give it added fuel. | | | |
| **Character properties** | | **Notes:** | |
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| **Summary:** | | | |
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Problem 1

Sense/Think/Move What to do?

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Members of group