

## Enemy AI

BlackboardComp: obj  
BehaviorTree: obj  
Check for Player()  
Move to Player()

## Enemy Character

Health: float  
MaxHealth: float  
Attack Power: int  
Defense: int  
BotBehavior: obj  
ValidateHealth()  
ValidateDefense()  
ValidateAttack()  
CalculateDead()

## Base Character

Health: float  
MaxHealth: float  
Attack Power: int  
Defense: int  
ValidateHealth()  
ValidateDefense()  
ValidateAttackPower()  
CalculateDead()