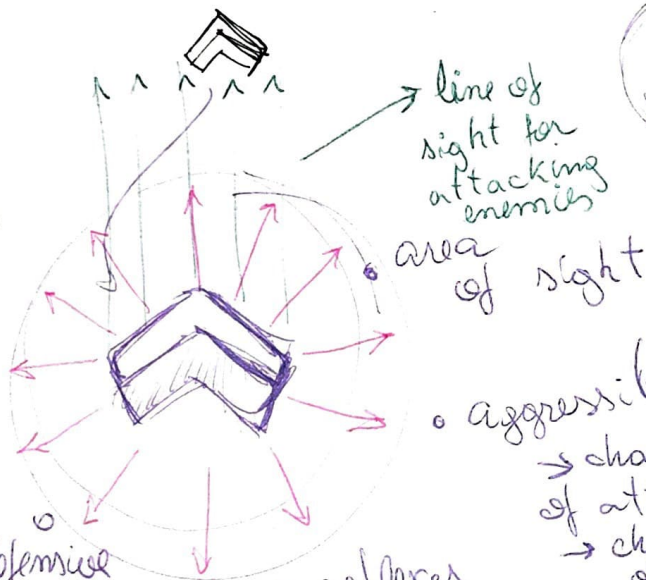
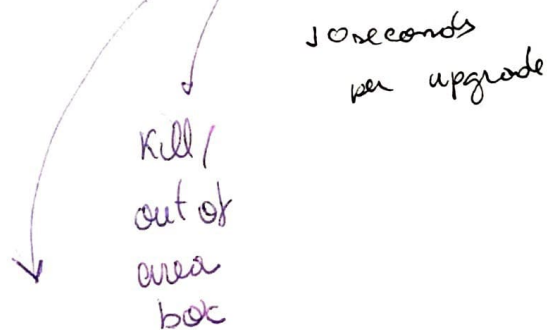


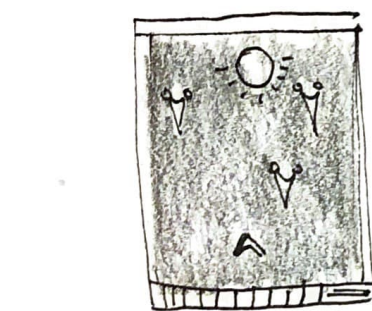
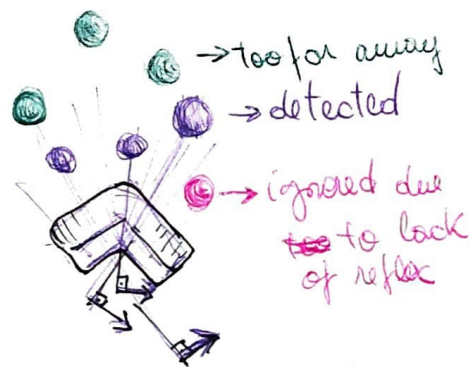
0.02 0.032 0.34 0.66
0.66 0.96

scripts for shooting patterns



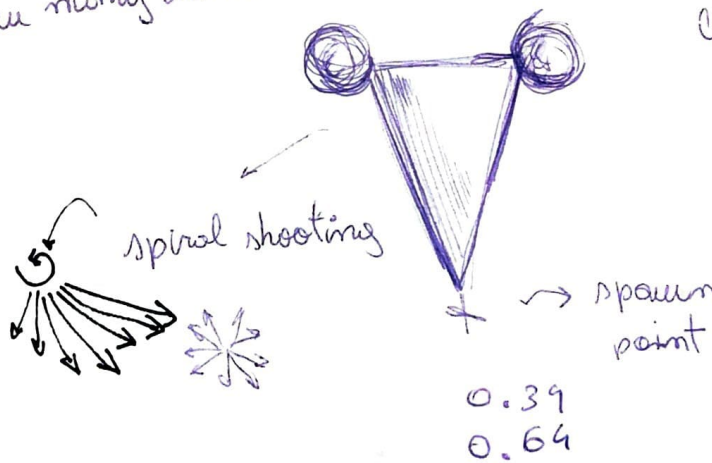
aggressibility
→ chance of attacking
→ chance of missing toward enemies
reflexes
able to avoid how many bullets

defensive
→ chance of just dodging



→ another idea: survive 10 seconds to get an upgrade point

bullet is shoot in the direction of the gun position



custom
→ separate scripts to perform the action

0.02
0.32
0.98
0.68