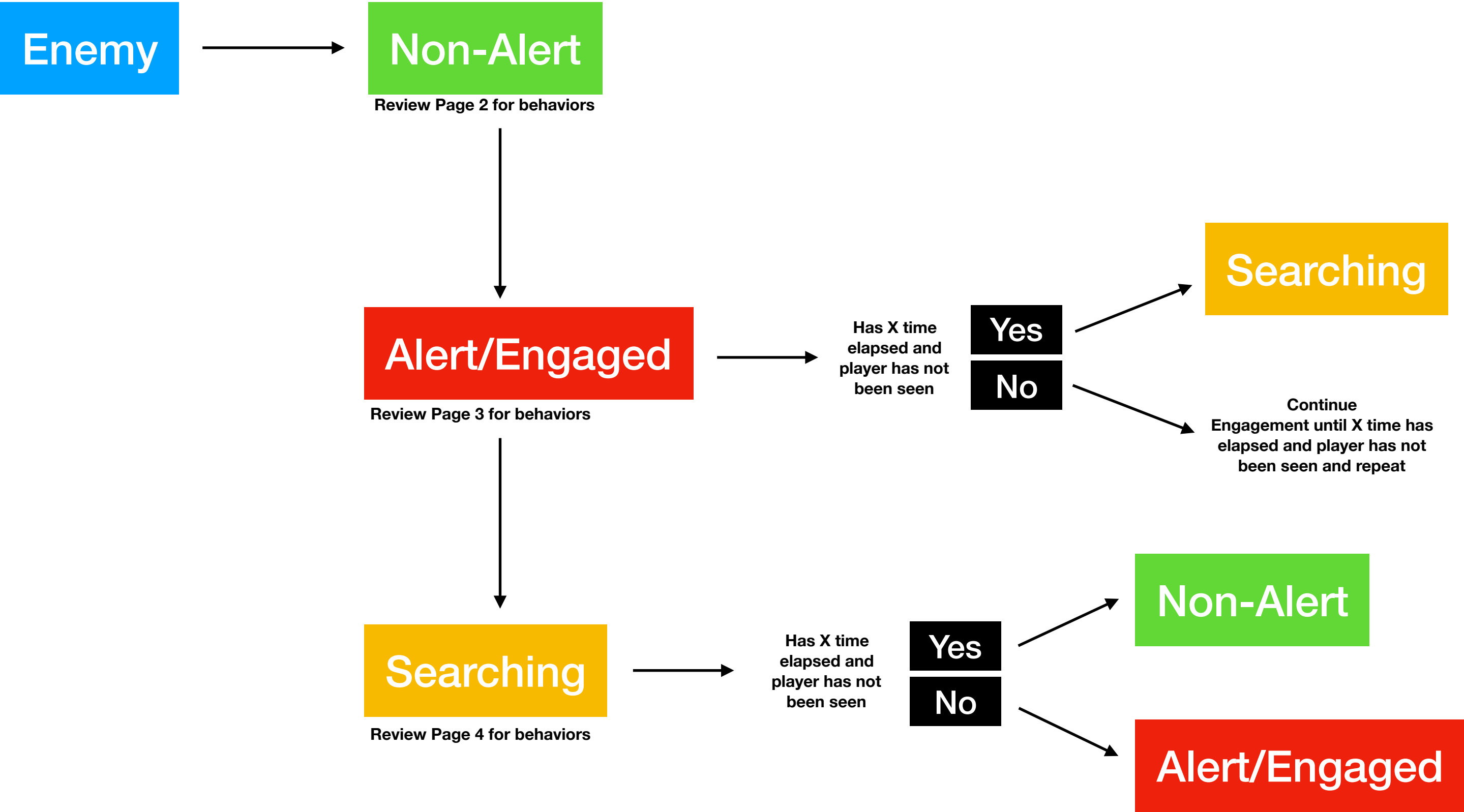
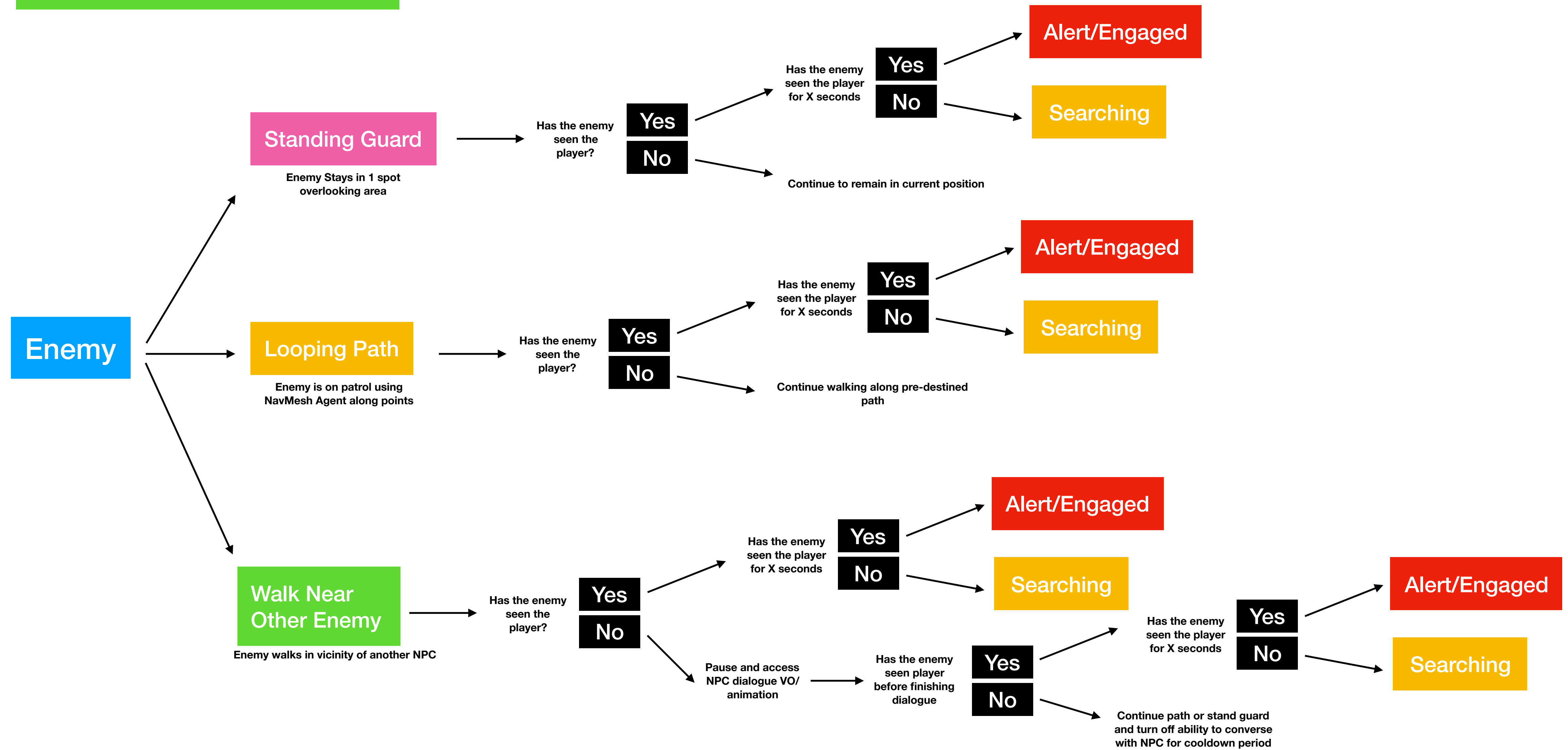


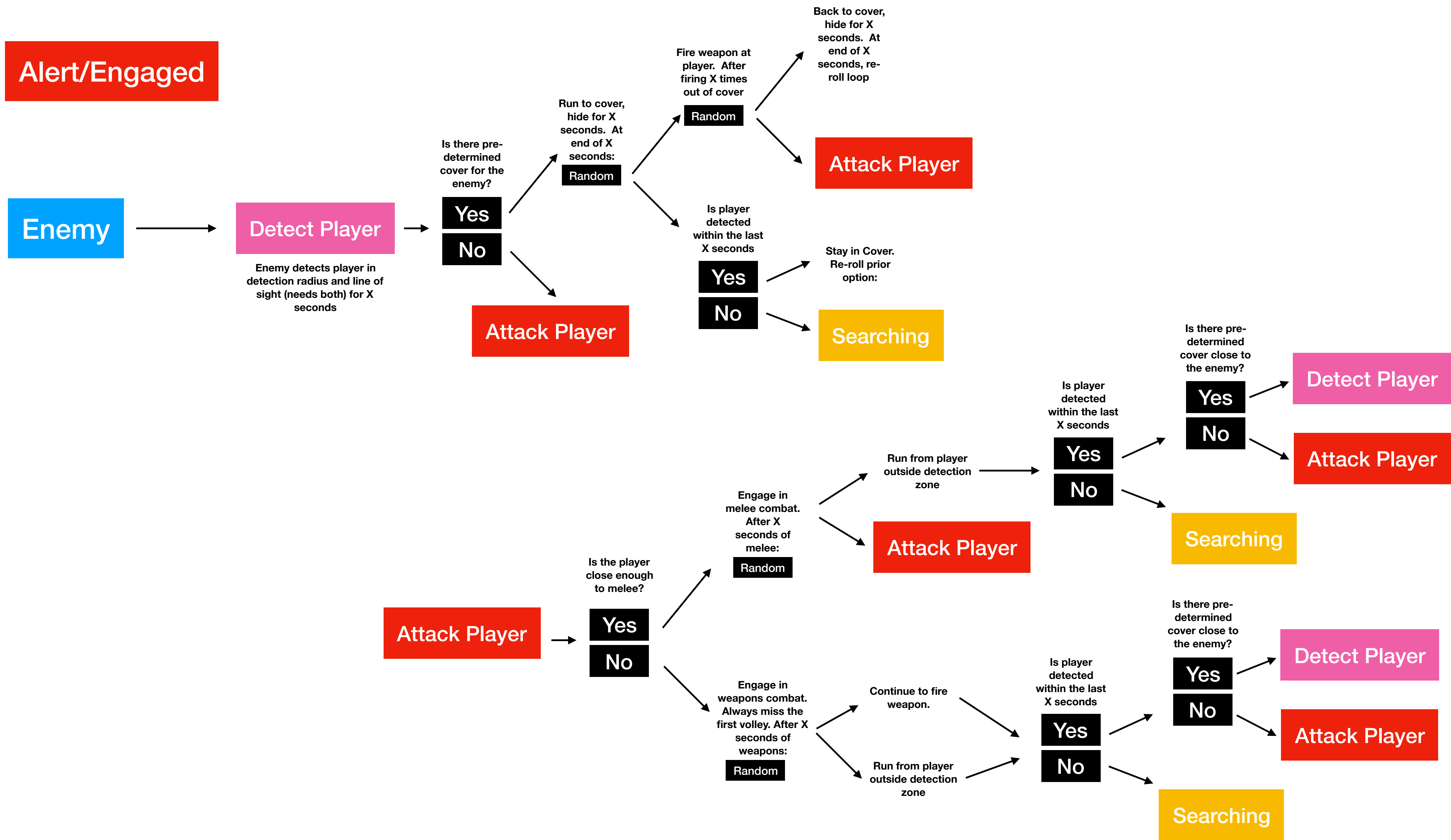
Overall Enemy Behavior



# Non-Alert Enemy Behavior



\*Note - Enemy cannot occupy the same path point or stopping location.



# Searching

