**UC 060—** **Knocking out enemies**

**In arms reach to an enemy**

Inside Player Interaction’s In Range Of Enemy function, check if the player is within a certain distance to the enemy

**Player left click on enemy**

Read input inside Player Interaction’s Handle Players Input function

**The enemy is not in an alerted state**

Get enemy’s state from the enemy brain class

**Knock an enemy out**

Call hit enemy from enemy damager class

Set an enemy knockout state in enemy brain class