* Aggressive Tank
  + Color
    - Red
  + Behavior
    - This tank should patrol until it sees the player. It will use waypoints to designate its patrol path. Once it spots the player it will aggressively chase the player and shoot when in range. This tank does not care for its own life. Its sole focus is deal as much damage as possible to the player.
* Cautious Tank
  + Color
    - Yellow
  + Behavior
    - This tank will deal damage when it can to the player, but it will also be very cautious of its own life. If the tank’s health dips below 60%, it will attempt to run away from the player. This tank will optimally try to take cover and regen its health. Once it’s health is above 80%, it will pursue the player if it has sight, otherwise it will stay idle. If it reaches 100% health, it will go on a patrol route until it has sight on the player.
* Patrol Tank
  + Color
    - Green
  + Behavior
    - This tank will follow a specific patrol path. This path will be configurable via waypoints. When this tank has sight on the player, they will turn to face the player and fire. This tank will not pursue the player, instead it will strictly stick to it’s patrol path. Stopping to shoot at the player until they no longer have sight on the player.
* Sentry Guard
  + Color
    - Purple
  + Behavior
    - This tank will not move from his spot. But they will continually rotate until they have sight on the player. When the player is spotted, the tank will turn to face and shoot the player.
* Kamikaze Tank
  + Color
    - Black
  + Behavior
    - This tank starts out by patrolling the map. If it has sight on the player, it will then shift to pursue the player. If the player is within range, it will then pursue and shoot at the player. If the health drops below 50%, the tank will stop shooting and instead get as close to the player as it can.