We structured our code to simply control the output of the select_behavior() function. We created a broad IF statement that controlled the hierarchy of our strategy, so we would check the conditions to heal, attack, scan, then move if none of the conditions were met. We added a parameter that would keep track of all our moves throughout the game in a list which would allow us to inform our future moves based on previous ones. We also added a parameter that controls the direction that we are heading in with a string. We did not need to add any class structure of our own to the game, so a figure of that is not included.