* NPCs
  + Individual behaviours that do not report to a manager(?)
* Enemies
  + Take commands from higher controller
  + Enemy Manager
    - Controls all enemies in the level
    - Will change their behaviors according to game state
    - Uses different “modules” to move enemies around and assign actions
    - Ex. “Alert Module”
      * Places all “Guard” enemy types at nearby entrances
      * “Grunt” enemy types will continue with enemy mission objective
  + Enemy Controller
    - Single representation of an enemy for the Enemy Manager
    - Stores data for the enemy
      * Health
      * Speed
      * Current Walk Target (if any)
      * AI State(?)
      * Location (or at least an easy function to get location)
      * Enemy Unit
  + Enemy Data
    - Contains general data for an enemy
      * Max Health
      * Speed
      * Starting weapon
      * “Job”
      * Animation Controller
  + Enemy Unit
    - The world space game object representation of an enemy
    - Will contain basic components
      * Rigidbody
      * Collider
      * Sprite Renderer
      * Animator
      * A “front” transform anchor (where bullets might come from)
    - Enemy Controllers will initialize/update component information as their state changes
  + Enemy AI state machine(s)
    - How do we make this configurable?
      * Part of enemy data scriptable object
      * States are their own scriptable objects???
    - States
      * Idle
      * Patrolling (walking)
      * Chasing
      * Ranged Attack
      * Melee Attack
      * Scanning
      * Reporting
* Enemy Manager State Machine
  + Series of child monobehaviour gameobjects with states on them (similar to Magic FPS project enemies)
  + Utilize transition id system to move around different states
  + Allow for configuring state behavior in editor